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WWE® '13

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54
SOLDIER
The Rock

WWE '13

PRIMA OFFICIAL GAME GUIDE

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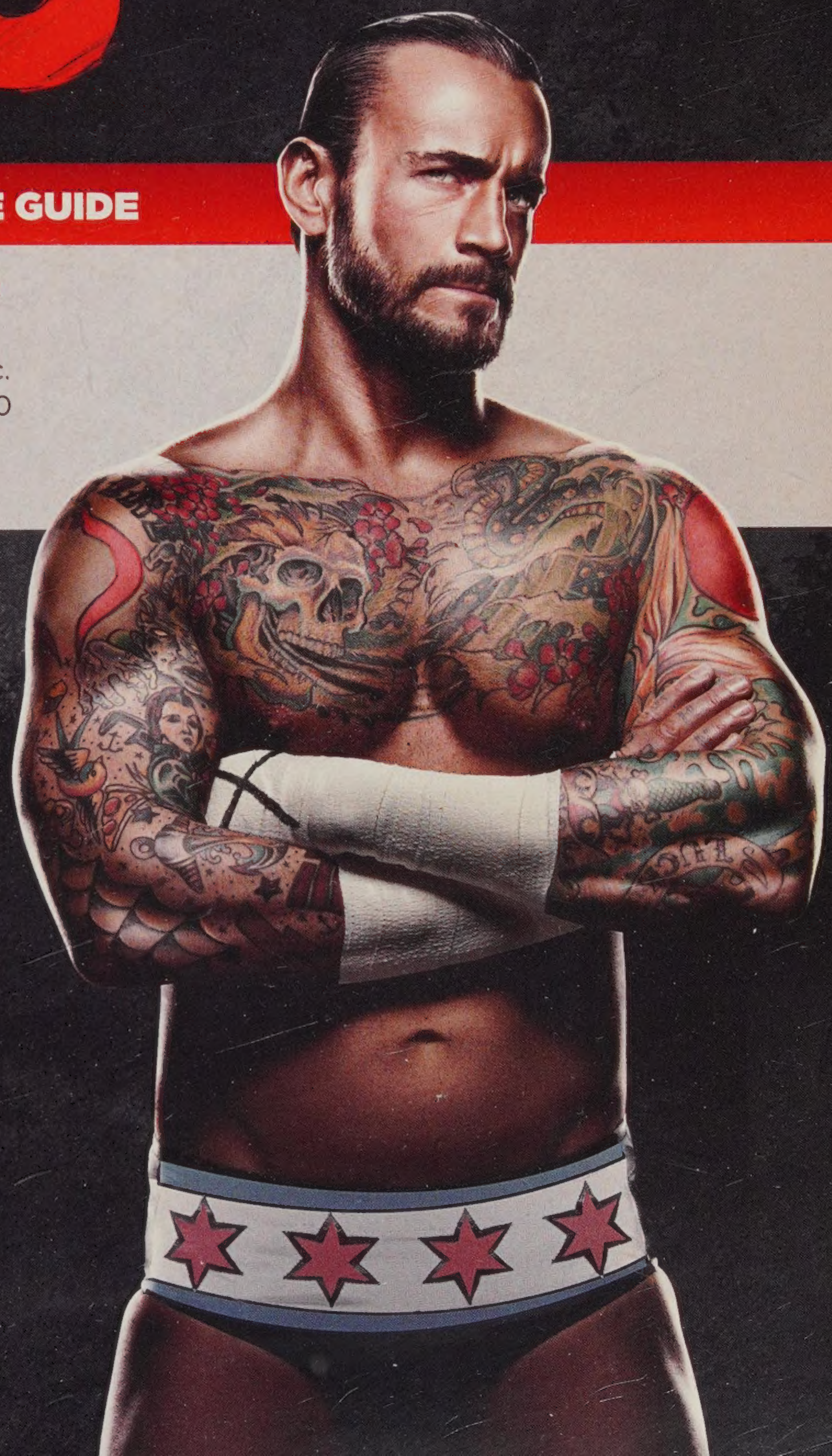


PRIMA GAMES Q & A WITH THE *WWE '13* DEVELOPMENT TEAM

The "Attitude Era" story mode gave us an opportunity to relive some of the awesome storylines of the past. How did you decide what matches to include in the "Attitude Era" Story?

BRYAN WILLIAMS: Matches were decided based upon their historical significance and lasting influence to the WWE landscape. For the time period that we're covering in the game that includes Stone Cold Steve Austin's rise to prominence, the debut of Kane, The Rock's meteoric rise to the main event scene and countless other moments and events from WWE's not too distant past.

Who were your go-to Superstars in your inter-office matches?

BRYAN WILLIAMS: I'm a huge fan of Daniel Bryan. I've been a fan of his long before he made his WWE debut so when I'm called out for a little inter-office competition he's my go-to Superstar of choice. He has one of the most varied and hard hitting move-sets in the game. There's no greater joy than making one of my co-workers tap out to one of Daniel Bryan's patented submission finishing maneuvers. Snap or tap baby!

Other than Mike Tyson, give us a sneak peek into another DLC. Who should gamers make sure they download?

BRYAN WILLIAMS: I think gamers will be interested in downloading all of our DLC this year. We've got some amazing content coming down the pipeline. Gamers will surely want to download the first DLC pack in order to round out their roster of selectable "Attitude Era" Superstars. Contained within the first DLC pack are "Attitude Era" Superstars Val Venis, Goldust, DDP, Gangrel, Rikishi, Scotty 2 Hotty (the Worm anyone?) and Grand Master Sexay. A collection of current era WWE Superstars will also be made available via DLC. Gamers can look forward to downloading Antonio Cesaro, Damien Sandow, AJ Lee, Natalya, Yoshi Tatsu, Layla, Ryback (feed him more!), Jey and Jimmy Uso and Tensai. It's not just Superstars that we're offering either. Players will also be able to download a collection of classic championships as well as 20 new moves (Brock Lesnar's Kimura Lock, Chris Jericho's Lionsault, etc). It's our biggest DLC offering to date. Fans of *WWE '13* will not be disappointed.

What is your favorite new feature or improvement in *WWE '13*? Why?

BRYAN WILLIAMS: My favorite new feature in this year's game is the new and improved I Quit match. It's quickly become my favorite match in the game. I enjoy competing in I Quit matches more than any other match type. I love the simplicity of the match stipulation (inflict enough damage on your opponent to the point where they're actually forced to say the words, "I Quit") and how we've managed to authentically replicate the match type into an interactive gaming experience. The I Quit match is a brutal and incredibly entertaining match to play. If you're reading this and you haven't tried it out for yourself, put the strategy guide down for a bit, boot up *WWE '13* and give it a try. Hopefully you'll be as entertained by the match as I am.

More importantly, we gather feedback from the fans.

BRYAN WILLIAMS Senior Game Designer

THQ

We thought *WWE '12* was fun to play, but the gameplay improvements in *WWE '13* are really noticeable. What is your development/brainstorming process for improving the game each year?

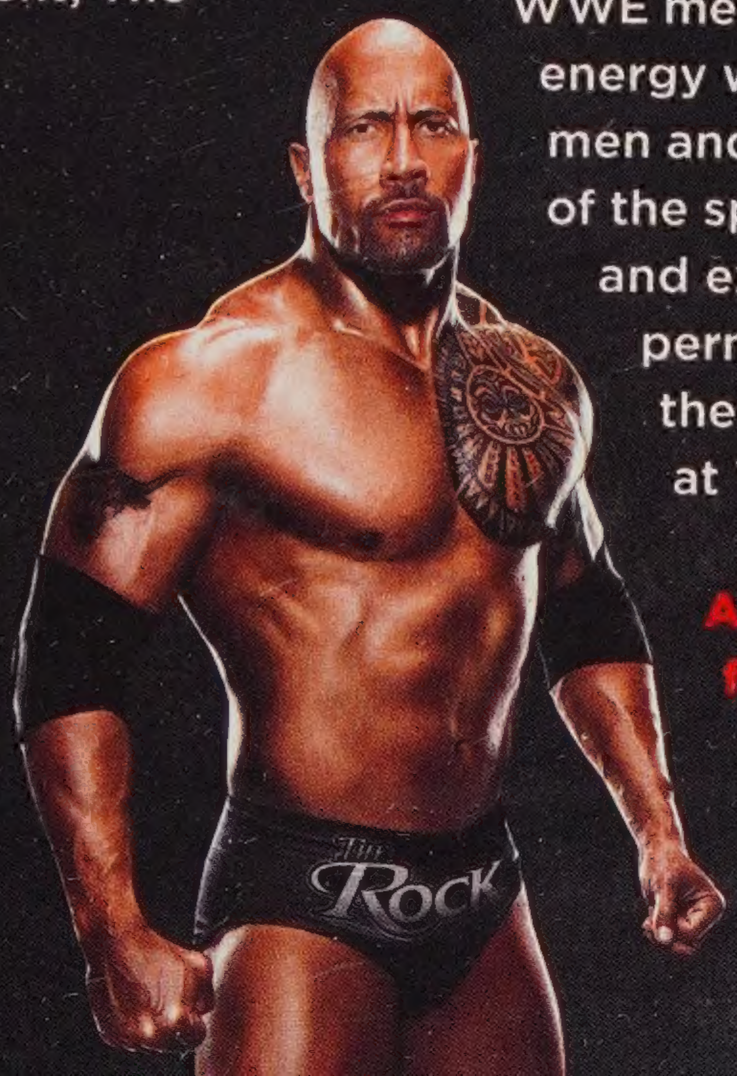
BRYAN WILLIAMS: Honestly, it's nothing more than the team getting together and reviewing the previous game. We take note of things we liked and those things that we didn't and address/fix issues accordingly. More importantly, we gather feedback from the fans. Feedback that's collected from the fans/community is more important to us than anything else in so far as game improvements are concerned. If we put out a game that the fans can't get behind then we've failed in our job as developers.

Who are your favorite Superstars (in the game or not) of all time? Why?

BRYAN WILLIAMS: Easy one. My favorite Superstar of all time is The Rock and it isn't even close! I'm a fan of professional wrestling and the WWE because of The Rock. The Rock truly is the complete package when it comes to what makes a professional wrestler great. Mic skills, charisma, in-ring talent, The Rock had, no, HAS, it all.

What is your favorite out-of-the-box Finisher?

BRYAN WILLIAMS: What's my favorite finisher? Hmmm, let me think on that one for a second. Since I tend to use Daniel Bryan so often I'll go with his Front Necklock submission finisher. I've won my fair share of matches thanks to this move.



...once you step foot inside their studio you're inundated with all things WWE!

How much would you have to be paid to get in the ring with Mike Tyson?

BRYAN WILLIAMS: I'd do it for ten million dollars. After I recover (hopefully), from what I'm assured would be an immense beat down, I'd be set for life. I'm sure my girlfriend would throw me into the ring for a lot less than that.

Yukes has done a phenomenal job with the gameplay mechanics. Have you visited there studio in Japan? If so, what's it like?

BRYAN WILLIAMS: I sure have. My co-workers and I visit Japan at least 3 times a year. I absolutely love Japan! Love it! From the outside, the Yuke's studio looks like any other office building in Yokohama but once you step foot inside their studio you're inundated with all things WWE! There's WWE memorabilia everywhere. The creative energy within the studio is infectious. The men and women at Yuke's are true fans of the sport and their dedication, passion and excitement for the WWE brand permeates throughout all aspects of the game. When it comes to the team at Yuke's, I'm their biggest fan.

Anything you can share about future plans for WWE games?

BRYAN WILLIAMS: Two words for you: stay tuned.

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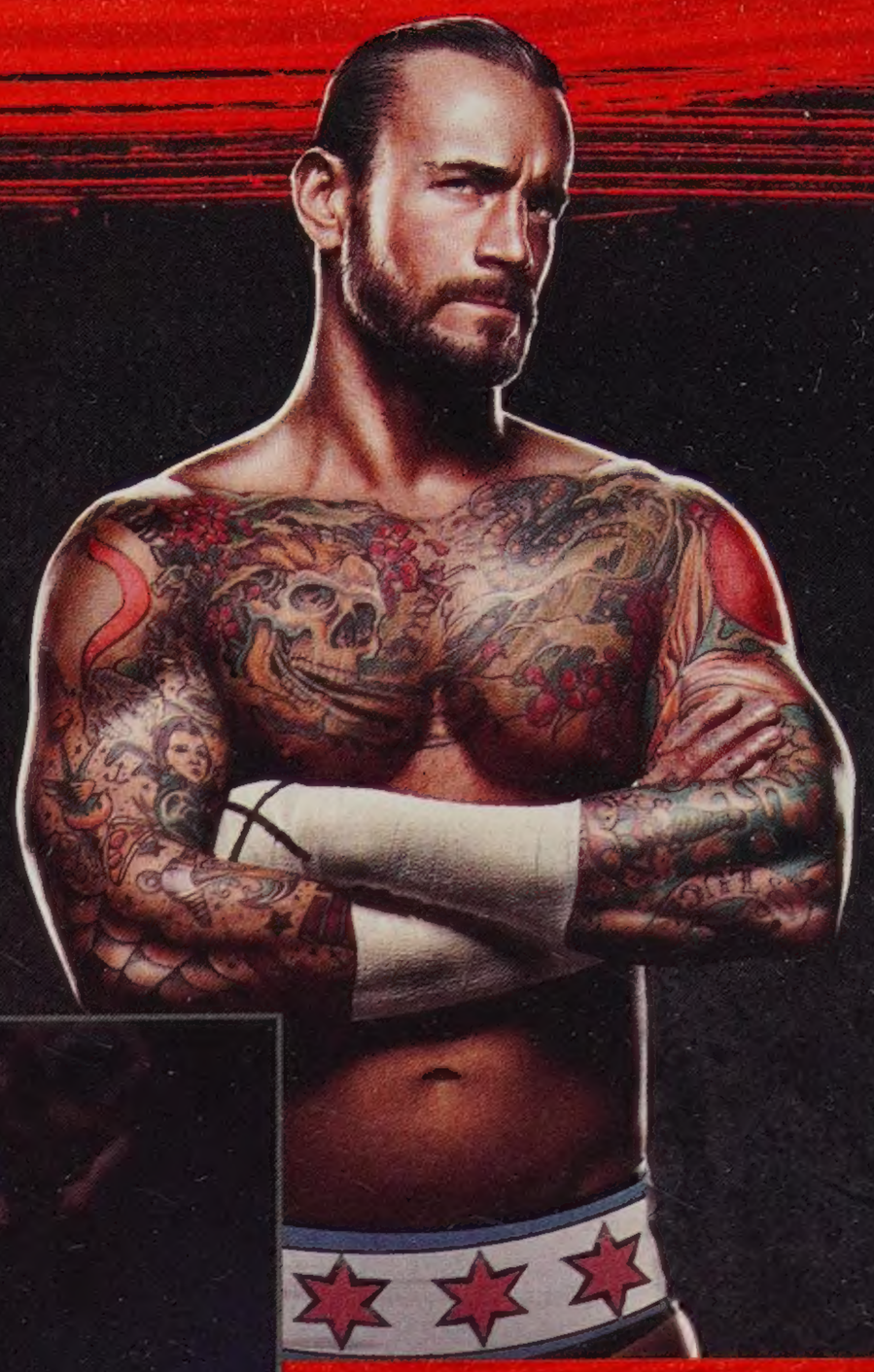
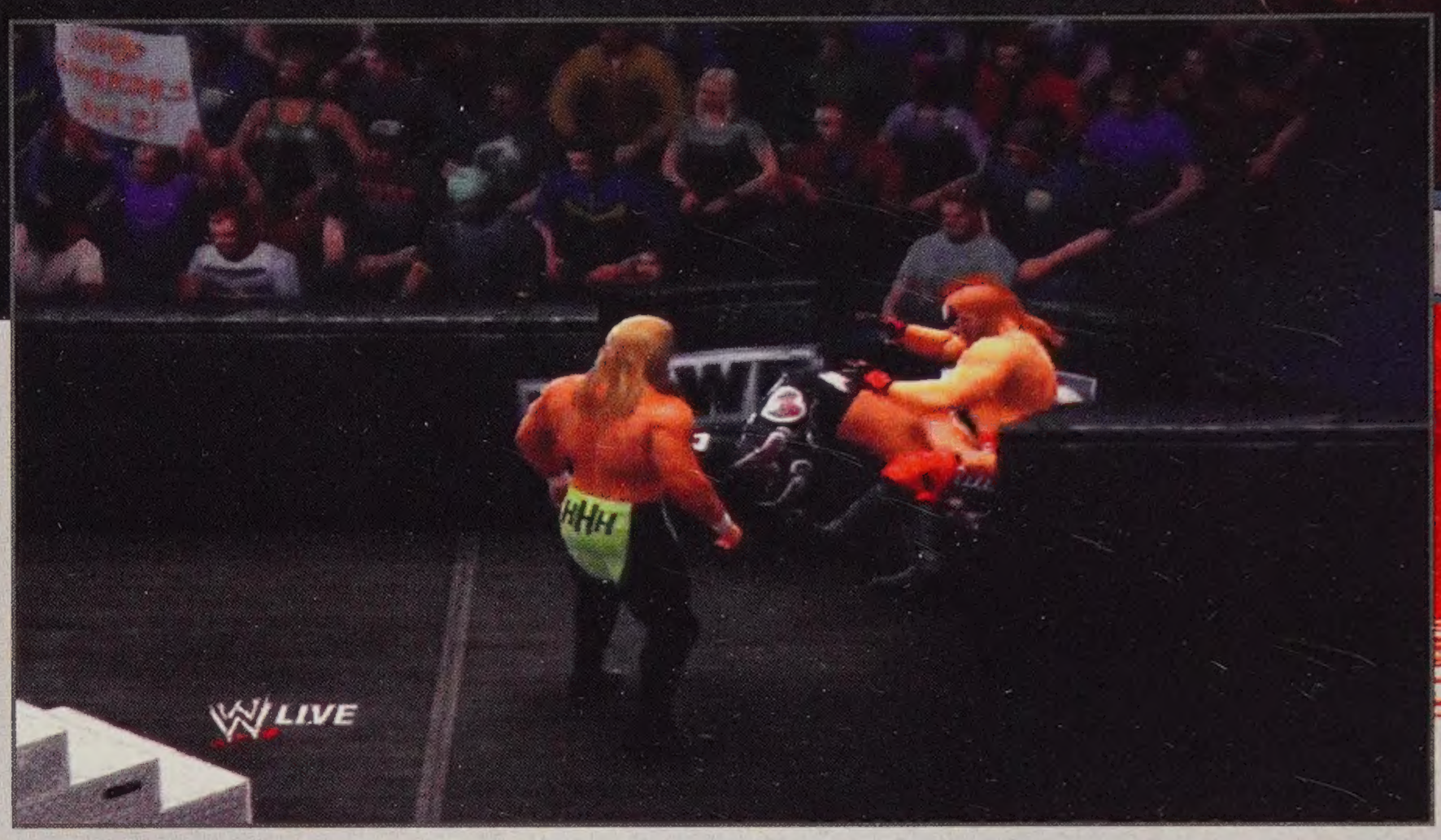
WELCOME TO *WWE '13*

USING THIS GUIDE

WWE '13 continues to provide the smooth, realistic gameplay that players enjoyed in last year's WWE game, with some even greater engine enhancements, improved and expanded environmental interactions, and the addition of the "Attitude Era" mode. This new mode gives players 66 challenging matches to unlock across 7 different levels. There's a refresh of the I Quit Match type that harkens back to the controversial and epic battle between Mankind and The Rock, and players are now able to host their own *King of the Ring* tournaments.





OMG! Moments are not only fu to look at, but they also bring a whole new match experience and strategy to the game.

This game guide will reveal all of the possibilities, unlockables, and hidden objectives that are available in *WWE '13*. It will also give you tools to improve the effectiveness of your gameplay, whether you're up against the computer in 1P mode, matching up with your friends in the living room, or taking the experience online in a 40-man *Royal Rumble Match*. **Chapters 2 and 3** focus on the nuts and bolts of gameplay, as well as in-ring strategies and how to quickly acquire competitive Superstar skills to dominate the flow of a match. You'll soon rise from button-masher to face-basher!

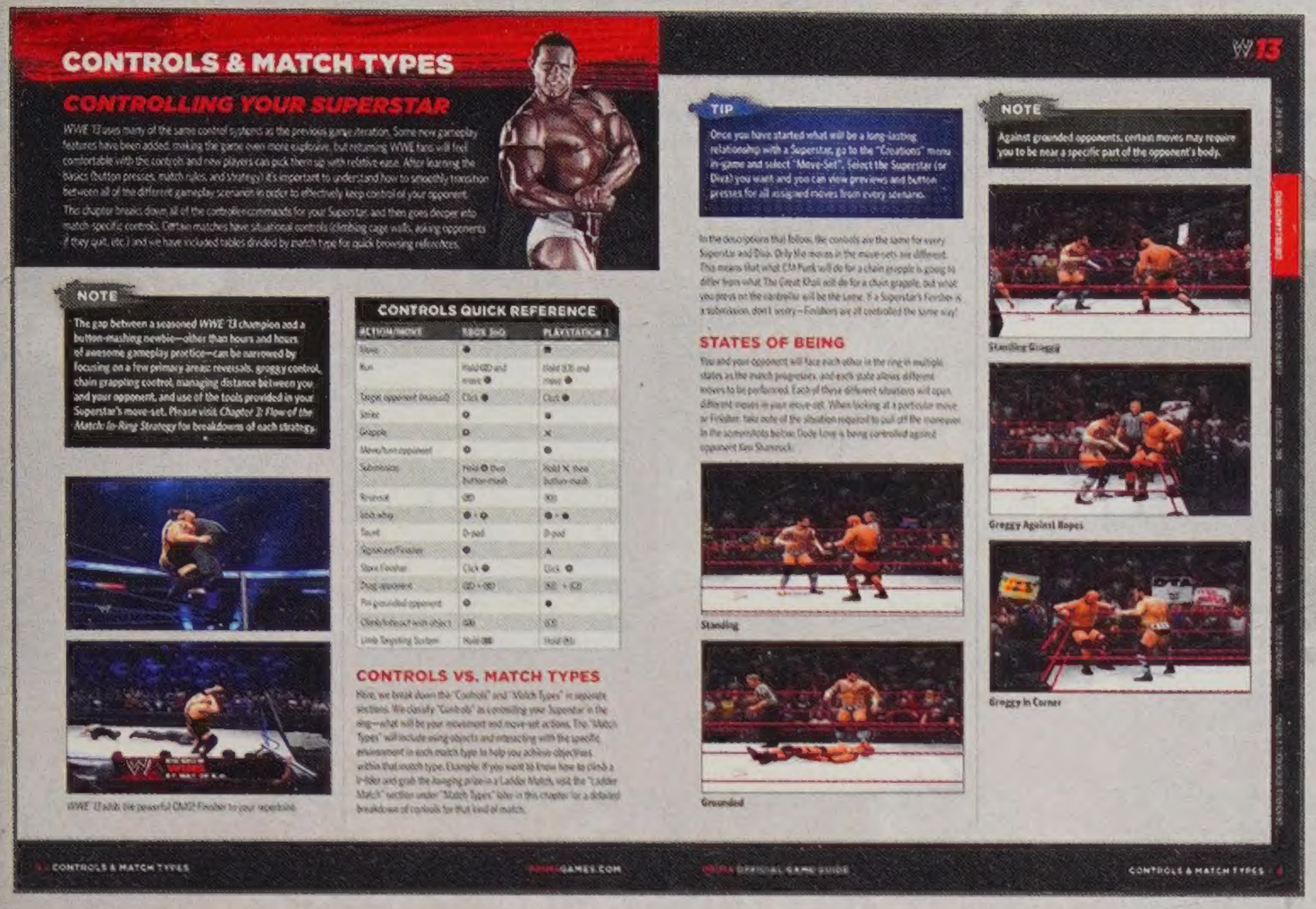
Chapter 4 takes you deep into the "Attitude Era" story mode, detailing every match within the seven levels in the order that they are unlocked. If a new skill is uncovered or a certain strategy is important to employ, it will be called out in the "Match Strategy" section of that particular match. Keep an eye out for Tips, Notes, and Cautions in the breakdown.

Chapter 5: Creations walks you through all of the options for creating and customizing your WWE experience, which transitions nicely into ***Chapter 6: WWE Universe***—the game's season mode.

Once you know all of your options, you can take full advantage of this immersive mode. Taking your custom Superstar into the WWE Universe is a blast—try controlling another Superstar against your creation!

The Superstar profile section is the most complete breakdown possible of each individual Superstar. Every taunt animation has been timed to give you an idea of how long you have to showboat—you don't want to lose the advantage!

Lastly, **Chapter 8** outlines all of the unlockables, achievements, and trophies available in the game, as well as how to add them to your collection.



CONTROLS & MATCH TYPES

CONTROLLING YOUR SUPERSTAR

WWE '13 uses many of the same control systems as the previous game iteration. Some new gameplay features have been added, making the game even more explosive, but returning WWE fans will feel comfortable with the controls and new players can pick them up with relative ease. After learning the basics (button presses, match rules, and strategy) it's important to understand how to smoothly transition between all of the different gameplay scenarios in order to effectively keep control of your opponent.

This chapter breaks down all of the controller commands for your Superstar, and then goes deeper into match-specific controls. Certain matches have situational controls (climbing cage walls, asking opponents if they quit, etc.) and we have included tables divided by match type for quick browsing reference.

NOTE

The gap between a seasoned *WWE '13* champion and a button-mashing newbie—other than hours and hours of awesome gameplay practice—can be narrowed by focusing on a few primary areas: reversals, groggy control, chain grappling control, managing distance between you and your opponent, and use of the tools provided in your Superstar's move-set. Please visit *Chapter 3: Flow of the Match: In-Ring Strategy* for breakdowns of each strategy.

WWE '13 adds the powerful OMG! Finisher to your repertoire.

CONTROLS QUICK REFERENCE

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Move	●	■
Run	Hold RB and move ●	Hold R1 and move ●
Target opponent (manual)	Click ●	Click ●
Strike	✪	■
Grapple	✪	✕
Move/turn opponent	✪	●
Submission	Hold ● then button-mash	Hold ✕ then button-mash
Reversal	RB	R1
Irish whip	● + ✪	● + ●
Taunt	D-pad	D-pad
Signature/Finisher	●	▲
Store Finisher	Click ●	Click ●
Drag opponent	RB + RB	R1 + R1
Pin grounded opponent	✪	●
Climb/knock from object	RB	R1
Limb Targeting System	Hold RB	Hold R1

CONTROLS VS. MATCH TYPES

Here, we break down the "Controls" and "Match Types" in separate sections. We classify "Controls" as controlling your Superstar in the ring—what will be your movement and move-set actions. The "Match Types" will include using objects and interacting with the specific environment in each match type to help you achieve objectives within that match type. Example: If you want to know how to climb a ladder and grab the dangling prize in a Ladder Match, visit the "Ladder Match" section under "Match Types" later in this chapter for a detailed breakdown of controls for that kind of match.

TIP

Once you have started what will be a long-lasting relationship with a Superstar, go to the "Creations" menu in-game and select "Move-Set". Select the Superstar (or Diva) you want and you can view previews and button presses for all assigned moves from every scenario.

In the descriptions that follow, the controls are the same for every Superstar and Diva. Only the moves in the move-sets are different. This means that what CM Punk will do for a chain grapple is going to differ from what The Great Khali will do for a chain grapple, but what you press on the controller will be the same. If a Superstar's Finisher is a submission, don't worry—Finishers are all controlled the same way!

STATES OF BEING

You and your opponent will face each other in the ring in multiple states as the match progresses, and each state allows different moves to be performed. Each of these different situations will open different moves in your move-set. When looking at a particular move or Finisher, take note of the situation required to pull off the maneuver. In the screenshots below, Dude Love is being controlled against opponent Ken Shamrock.

Standing

Grounded

NOTE

Against grounded opponents, certain moves may require you to be near a specific part of the opponent's body.

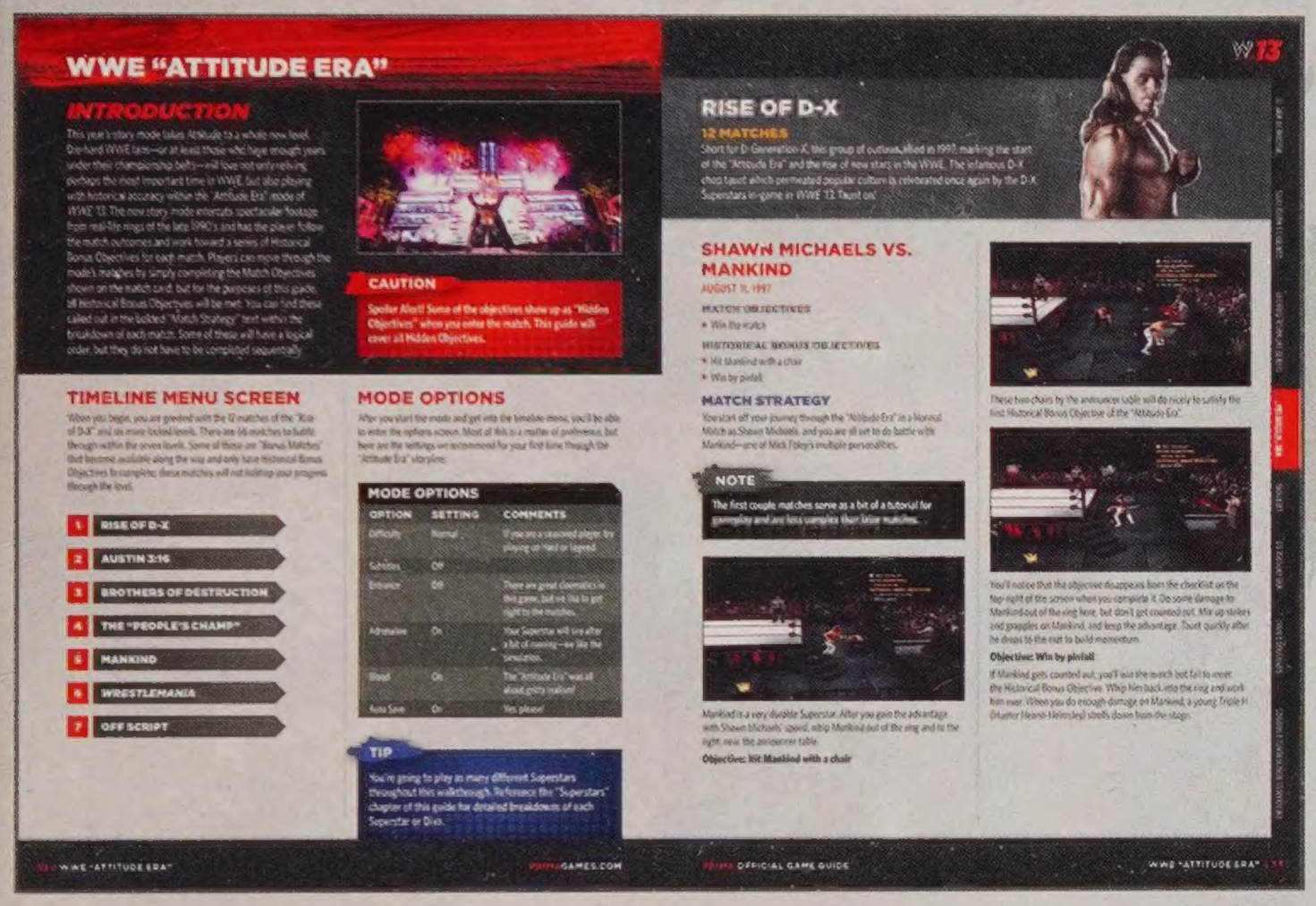
Standing Grapple

Greggy Against Ropes

Greggy in Corner

CHAPTER 2

All Match Types are covered and explained. Check out the match-specific control tables and tips.



WWE "ATTITUDE ERA"

INTRODUCTION

This year's story mode takes Attitude to a whole new level. Die-hard WWE fans—or at least those who have enough years under their championship belts—will love not only reliving, perhaps the most important time in WWE, but also playing with historical accuracy within the "Attitude Era" mode of *WWE '13*. The new story mode intercuts spectacular footage from real-life rings of the late 1990's and has the player follow the match outcomes and work toward a series of Historical Bonus Objectives for each match. Players can move through the mode's matches by simply completing the Match Objectives shown on the match card, but for the purposes of this guide, all Historical Bonus Objectives will be met. You can find these called out in the bolded "Match Strategy" text within the breakdown of each match. Some of these will have a logical order, but they do not have to be completed sequentially.

CAUTION

Spoiler Alert! Some of the objectives show up as "Hidden Objectives" when you enter the match. This guide will cover all Hidden Objectives.

TIMELINE MENU SCREEN

When you begin, you are greeted with the 12 matches of the "Rise of D-X" and six more locked levels. There are 66 matches to battle through within the seven levels. Some of these are "Bonus Matches" that become available along the way and only have Historical Bonus Objectives to complete; these matches will not hold up your progress through the level.

1. RISE OF D-X
2. AUSTIN 3:16
3. BROTHERS OF DESTRUCTION
4. THE "PEOPLE'S CHAMP"
5. MANKIND
6. WRESTLEMANIA
7. OFF SCRIPT

MODE OPTIONS

After you start the mode and get into the timeline menu, you'll be able to enter the options screen. Most of this is a matter of preference, but here are the settings we recommend for your first time through the "Attitude Era" storyline:

MODE OPTIONS

OPTION	SETTING	COMMENTS
Difficulty	Normal	If you are a seasoned player, try playing on Hard or Legend.
Subtitles	Off	
Entrance	Off	There are great cinematics in this game, but we like to get right to the matches.
Adrenaline	On	Your Superstar will cry after a bit of running—we like the simulation.
Blood	On	The "Attitude Era" was all about gritty realism!
Auto Save	On	Yes, please!

TIP

You're going to play as many different Superstars throughout this walkthrough. Reference the "Superstars" chapter of this guide for detailed breakdowns of each Superstar or Diva.

RISE OF D-X

12 MATCHES

Short for D-Generation-X, this group of outlaws, died in 1997, marking the start of the "Attitude Era" and the rise of new stars in the WWE. The infamous D-X chop taunt, which permeated popular culture, is celebrated once again by the D-X Superstars in-game in *WWE '13*. Taunt on!

SHAWN MICHAELS VS. MANKIND

AUGUST 11, 1997

MATCH OBJECTIVES
- Win the match

HISTORICAL BONUS OBJECTIVES
- Hit Mankind with a chair
- Win by pinfall

MATCH STRATEGY

You start off your journey through the "Attitude Era" in a Normal Match as Shawn Michaels, and you are all set to do battle with Mankind—one of Mick Foley's multiple personalities.

NOTE

The first couple matches serve as a bit of a tutorial for gameplay and are less complex than later matches.

Mankind is a very durable Superstar. After you gain the advantage with Shawn Michaels' signature, whip Mankind out of the ring and to the right, near the announcer table.

Objective: Hit Mankind with a chair

These two chairs by the announcer table will do nicely to satisfy the first Historical Bonus Objective of the "Attitude Era".

You'll notice that the objective disappears from the checklist on the top-right of the screen when you complete it. Do some damage to Mankind out of the ring here, but don't get counted out. Mix up strikes and grapples on Mankind, and keep the advantage. Travel quickly after he drops to the mat to build momentum.

Objective: Win by pinfall

If Mankind gets counted out, you'll win the match but fail to meet the Historical Bonus Objective. Whip him back into the ring and work him over. When you do enough damage on Mankind, a young Triple H (Hunter Hearst-Helmsley) strolls down from the stage.

CHAPTER 4

We've detailed every match and Historical Bonus Objective in super-fun "Attitude Era" for all 66 matches.

BIG SHOW

STATS

HEIGHT: 7'0"
WEIGHT: 440 pounds
FROM: Tampa, FL
CAREER HIGHLIGHTS: ECW World Heavyweight Champion; WWE Champion; WCW Champion; World Tag Team Champion; WWE Hardcore Champion; United States Champion; WWE Tag Team Champion; Intercontinental Champion

ATTRIBUTES

STRIKE POWER: 100	ADRENALINE: 65
GRAPPLE POWER: 100	RECOVERY: 75
SUBMISSION: 85	TOUGHNESS: 90
STRIKE DEFENSE: 80	DURABILITY: 95
GRAPPLE DEFENSE: 80	CHARISMA: 95
SPEED: 60	TAG TEAM: 95
JUMP: 45	OVERALL: 92
AGILITY: 40	

ABILITIES

Hammer Throw	Comeback
Resiliency	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.7s
Right	3.6s
Down	5.2s
Left	3.4s

SIGNATURE MOVES

SPEAR 1
Running or Irish Whip rebound

SHOWSTOPPER
Standing front

FINISHERS

CHOKESLAM 5
Catch-hidden or standing front

W.M.D
Standing front

WWE BIO

Reminiscent of such goliaths as Andre the Giant and Big John Studd, Big Show is a towering competitor who intimidates opponents with his size and stare alone. The World's Largest Athlete's sheer statements are astounding. He weighs 441 pounds, stands a mighty seven feet tall, wears a 22 SLEEVE size shirt and boasts a 64-inch chest. It's no surprise then that his in-ring debut left a visitor-sized impression on the likes of Hulk Hogan and Dr. Paul on WCW, where the young giant captured the WCW Championship on two occasions, along with the WCW Tag Team Championship. In 1999, Show emerged as a global star upon signing with WWE, where he collided with Superstars of great acclaim and captured a slew of championships, including the WWE Championship. From Stone Cold Steve Austin and The Rock to Undertaker and Triple H, there's no top name in the business who hasn't succumbed to the mere battering ram of a fist. He's even gone toe-to-toe with world champion Brock Lesnar Mayweather Jr., who only managed to clean Show's clock at WrestleMania XXIV with the aid of brass knuckles. On a lighter note, The World's Largest Athlete happens to be the world's largest fan of the Rat Pack. He's also an expert auto mechanic and owns a 68-foot yacht dubbed "Showaddict." And unlike the giants before him, Big Show harbors a sense of humor, which he put on full display in *WWE Studios*' 2010 theatrical release, "Knucklehead." Yet make no mistake, Show, the first man to capture the WWE, WCW and ECW Championships, is still more proficient at delivering punches than punchlines. Just ask Mark Henry, who awoke the sleeping giant at 2009's Vengeance. Big Show responded by unleashing a devastating, half-ton superplex on Henry, which not only shook the ring to its core, it caused it to implode. Now that's high impact!

BREAKDOWN

Big Show is very, very good. If he didn't weigh in at a hefty 441 on the scale he'd probably be faster and jump higher, but each Superstar has his limits! Equally good as a striker and grappler, his power ratings are 100 in both, and he's mighty durable too. With a 95 rating in Durability he has a higher HP threshold.

Win the tie-up and you can lay some heavy damage on your opponent. Hit kid quick strikes with grapples, and then pickem up via opponents immediately off the mat and slammem them down again, giving them no windows for escape and opening up many grappy grapples. Punch your opponent—or hammer throw them—into a corner with a Fireman's Carry and you've got yourself an OMG moment! Big Show will play them up on the top rope for some breaking surprises and a KO!

BOOKER T

STATS

HEIGHT: 6'1"
WEIGHT: 259 pounds
FROM: Houston, TX
CAREER HIGHLIGHTS: World Heavyweight Champion; WCW Champion; World Tag Team Champion; WCW World Tag Team Champion; WCW Champion; Intercontinental Champion; United States Champion; WCW World Television Champion; Hardcore Champion; 2006 King of the Ring; SmackDown color commentator; SmackDown General Manager

ATTRIBUTES

STRIKE POWER: 80	ADRENALINE: 85
GRAPPLE POWER: 80	RECOVERY: 80
SUBMISSION: 75	TOUGHNESS: 75
STRIKE DEFENSE: 85	DURABILITY: 75
GRAPPLE DEFENSE: 90	CHARISMA: 85
SPEED: 75	TAG TEAM: 100
JUMP: 75	OVERALL: 88
AGILITY: 80	

ABILITIES

Hammer Throw	Move Thief
Resiliency	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.5s
Right	3.5s
Down	2.5s
Left	3.5s

SIGNATURE MOVES

110TH STREET SLAM
Standing front or Irish Whip rebound

HOUSTON HANGOVER
Dive vs. grounded opponent

FINISHERS

SCISSORS KICK 1
Standing front

BOOK END
Standing front

WWE BIO

Can you dig it? Booker T is much more than an announcer. He's an 11-time WCW Tag Team Champion, a six-time WWE World Champion, winner of the 2006 King of the Ring tournament, and the man responsible for popularizing the word, "Suplex" in sports entertainment. He also holds the distinction of holding the WCW Heavyweight Championship when the promotion folded in 2001. From the moment he stepped into the WWE ring, Booker T has "spinarooned" his way into Superstardom, trampling with rivals who've of opposite mode greats, including Stone Cold Steve Austin, Undertaker, John Cena, Triple H, Randy Orton, Batista, Rey Mysterio, Ric Flair, Christian, Mark Henry and many others. In 2007, as a member of The Alliance, he personally cost Stone Cold Steve Austin the Undisputed WWE Championship. In 2002, as a tag partner with Goldust, he launched one of the most outrageously funny tandems in WWE history. And in 2006 as King Booker, he delivered what's widely considered the best true British accent since Kevin Costner's take as the Prince of Thieves in "Robin Hood." Booker T left WWE in October 2010, but returned in 2011 as part of the biggest Royal Rumble in WWE history. Soon after, the veteran grappler gained the announce team via SmackDown as a color commentator, and appeared as a trainer on VH1's hit reality series "WWE Tough Enough." Then, in the summer of 2012, the six-time World Heavyweight Champion added yet another tremendous honor to his resume, when accepted the challenging role of SmackDown General Manager.

BREAKDOWN

Booker T is a solid Superstar to take into the WWE Universe and play with—he's well-rounded and nobody will accuse you of loading up with the highest-rated Superstar in the game, as your matches. Plus, we are such big fans of the Move Thief ability and running through a slew of opponents while using their own Finishers thrown back at them—with varied brutal, dancing taunts in between—shows there's no better way to spend time. When your opponent is grounded, hold R1 or RB and press up on the D-pad to open up Move Thief. Love it!

CHAPTER 7

Every Superstar is profiled in one of the biggest WWE game rosters of all-time!

CONTROLS & MATCH TYPES

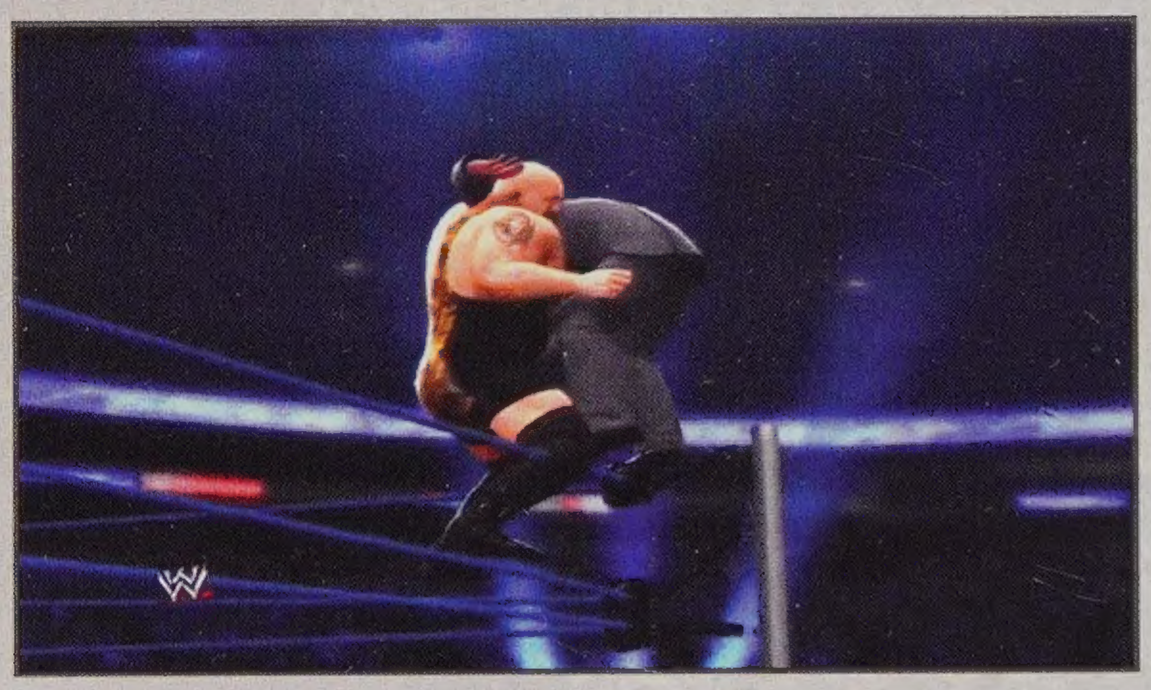
CONTROLLING YOUR SUPERSTAR

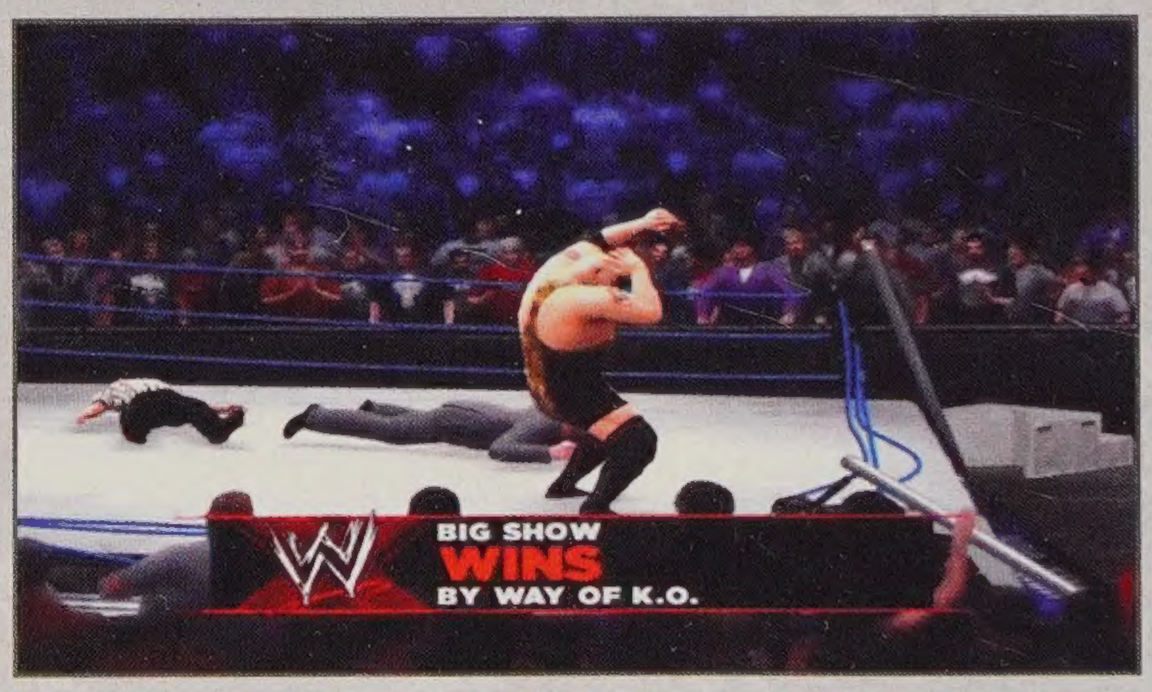
WWE '13 uses many of the same control systems as the previous game iteration. Some new gameplay features have been added, making the game even more explosive, but returning WWE fans will feel comfortable with the controls and new players can pick them up with relative ease. After learning the basics (button presses, match rules, and strategy) it's important to understand how to smoothly transition between all of the different gameplay scenarios in order to effectively keep control of your opponent.

This chapter breaks down all of the controller commands for your Superstar, and then goes deeper into match-specific controls. Certain matches have situational controls (climbing cage walls, asking opponents if they quit, etc.) and we have included tables divided by match type for quick browsing references.

NOTE

The gap between a seasoned *WWE '13* champion and a button-mashing newbie—other than hours and hours of awesome gameplay practice—can be narrowed by focusing on a few primary areas: reversals, groggy control, chain grappling control, managing distance between you and your opponent, and use of the tools provided in your Superstar's move-set. Please visit *Chapter 3: Flow of the Match: In-Ring Strategy* for breakdowns of each strategy.





WWE '13 adds the powerful OMG! Finisher to your repertoire.

CONTROLS QUICK REFERENCE

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Move	L	L
Run	Hold LT and move L	Hold L2 and move L
Target opponent (manual)	Click L	Click L
Strike	X	■
Grapple	A	×
Move/turn opponent	R	R
Submission	Hold A then button-mash	Hold × then button-mash
Reversal	RT	R2
Irish whip	L + B	L + ●
Taunt	D-pad	D-pad
Signature/Finisher	Y	▲
Store Finisher	Click R	Click R
Drag opponent	LT + RT	R2 + L2
Pin grounded opponent	B	●
Climb/Interact with object	LB	L1
Limb Targeting System	Hold RB	Hold R1

CONTROLS VS. MATCH TYPES

Here, we break down the "Controls" and "Match Types" in separate sections. We classify "Controls" as controlling your Superstar in the ring—what will be your movement and move-set actions. The "Match Types" will include using objects and interacting with the specific environment in each match type to help you achieve objectives within that match type. Example: If you want to know how to climb a ladder and grab the hanging prize in a Ladder Match, visit the "Ladder Match" section under "Match Types" later in this chapter for a detailed breakdown of controls for that kind of match.

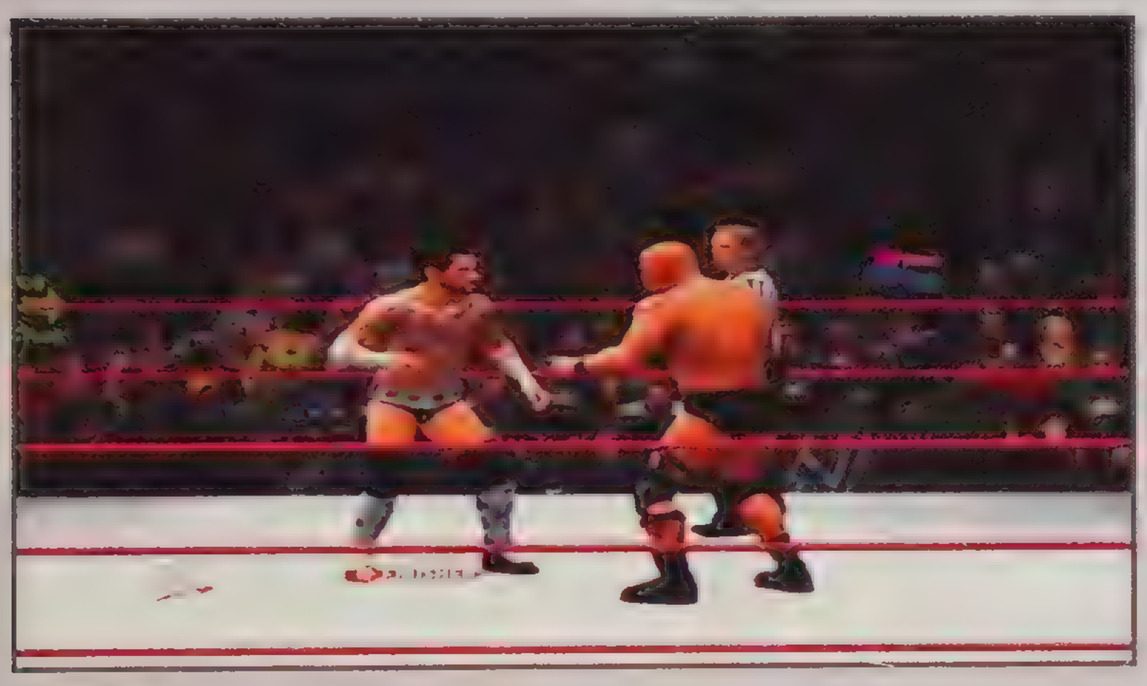
TIP

Once you have started what will be a long-lasting relationship with a Superstar, go to the "Creations" menu in-game and select "Move-Set". Select the Superstar (or Diva) you want and you can view previews and button presses for all assigned moves from every scenario.

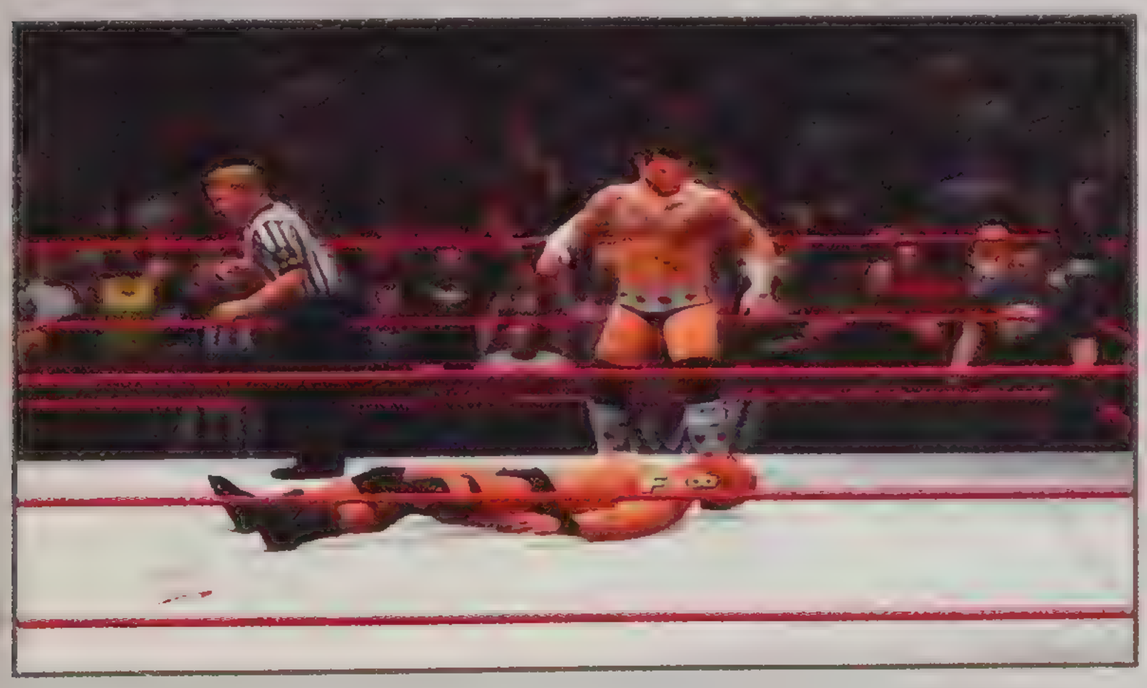
In the descriptions that follow, the controls are the same for every Superstar and Diva. Only the moves in the move-sets are different. This means that what CM Punk will do for a chain grapple is going to differ from what The Great Khali will do for a chain grapple, but what you press on the controller will be the same. If a Superstar's Finisher is a submission, don't worry—Finishers are all controlled the same way!

STATES OF BEING

You and your opponent will face each other in the ring in multiple states as the match progresses, and each state allows different moves to be performed. Each of these different situations will open different moves in your move-set. When looking at a particular move or Finisher, take note of the situation required to pull off the maneuver. In the screenshots below, Dude Love is being controlled against opponent Ken Shamrock:



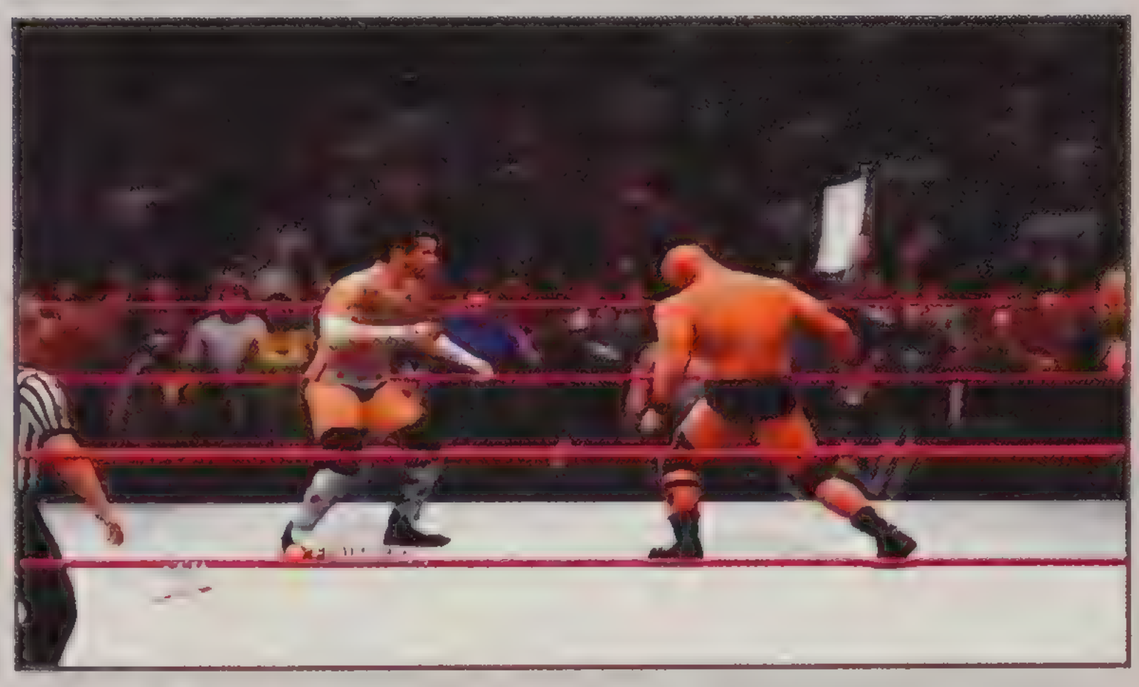
Standing



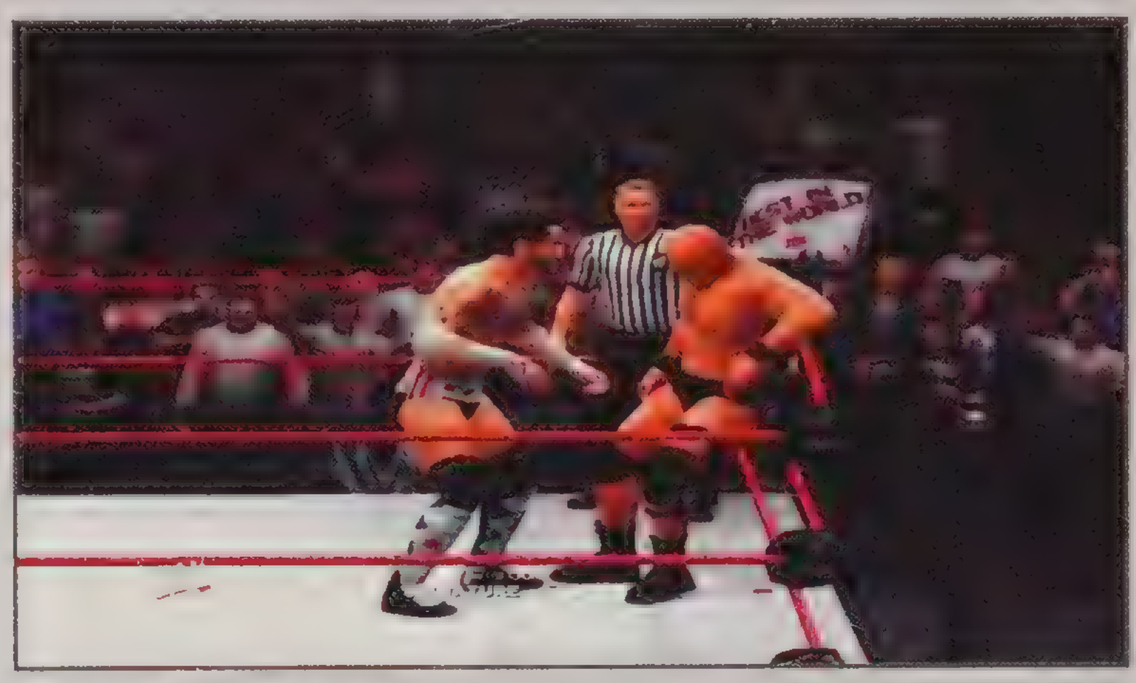
Grounded

NOTE

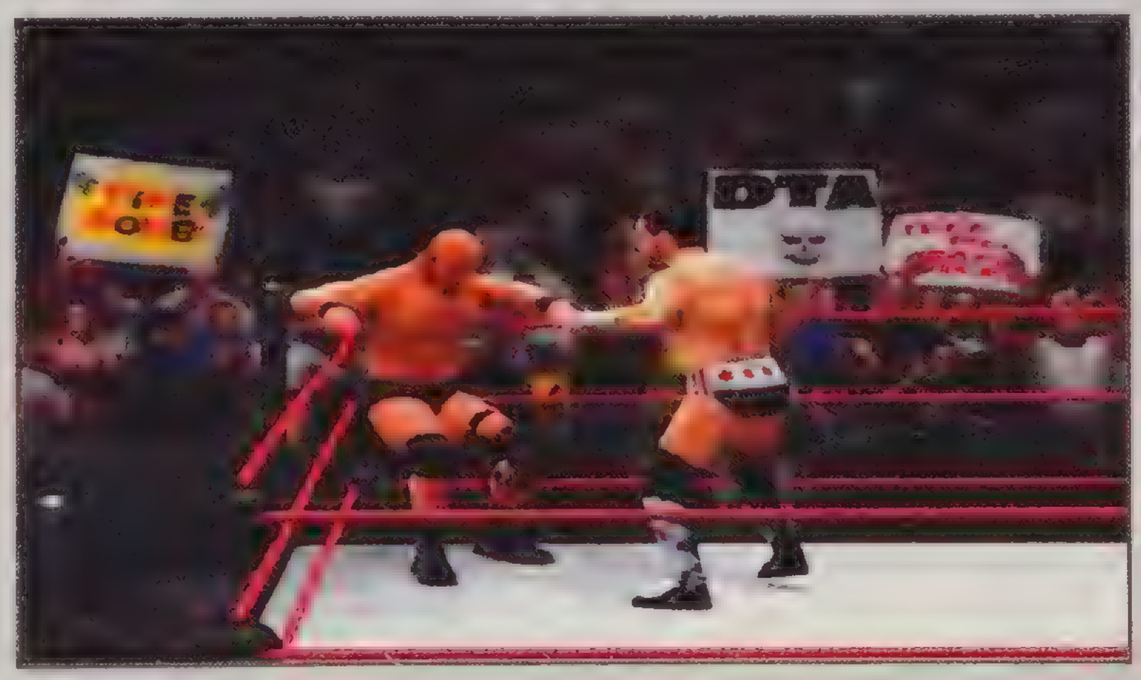
Against grounded opponents, certain moves may require you to be near a specific part of the opponent's body.



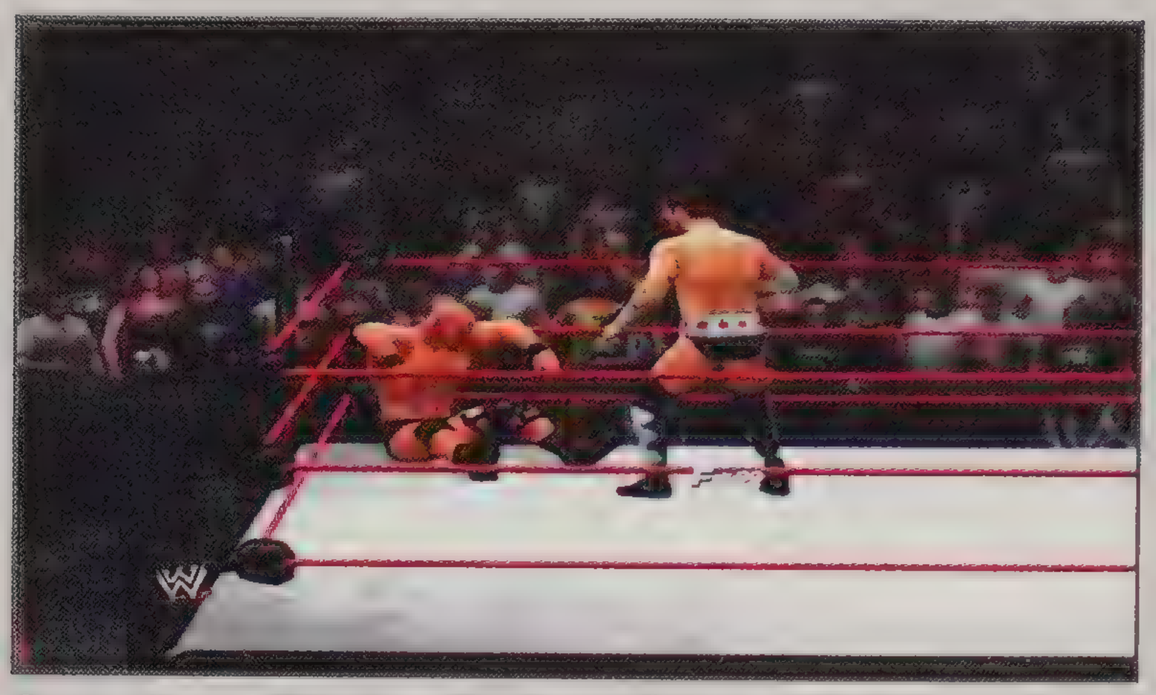
Standing Groggy



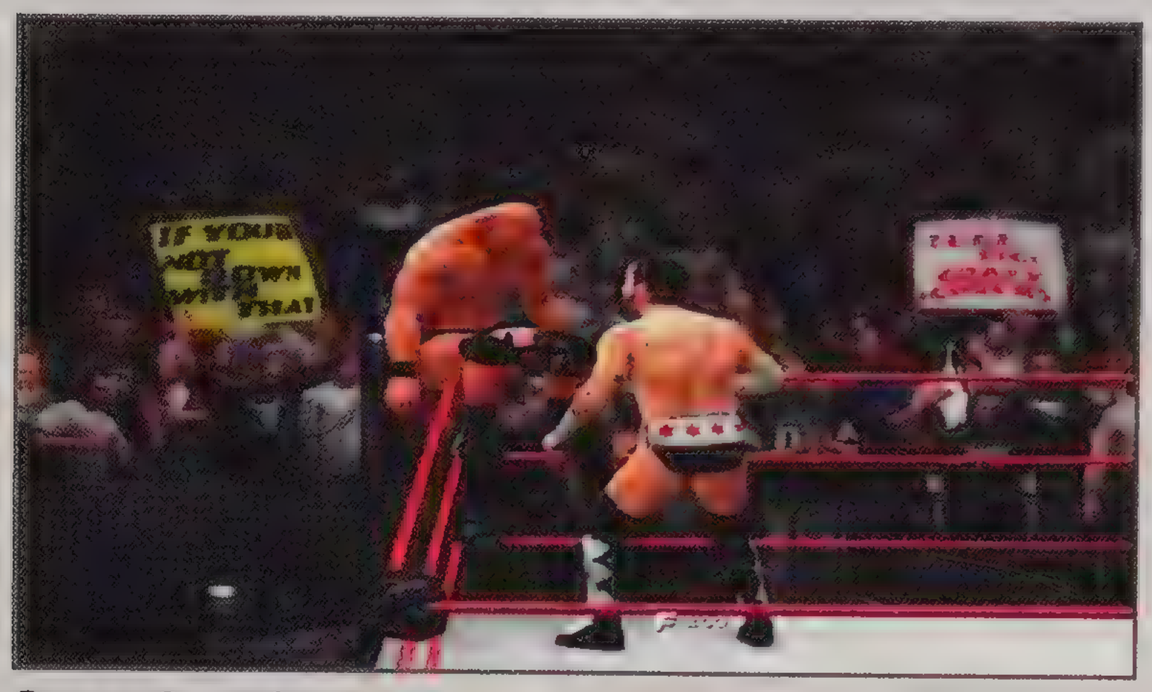
Groggy Against Ropes



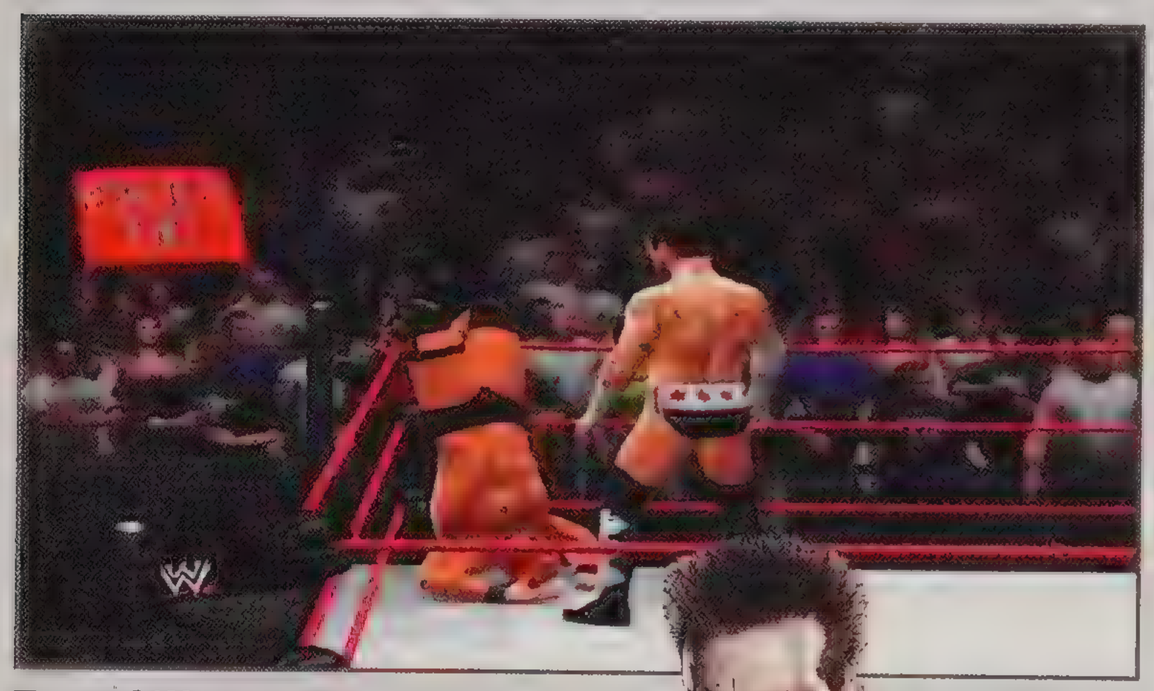
Groggy in Corner



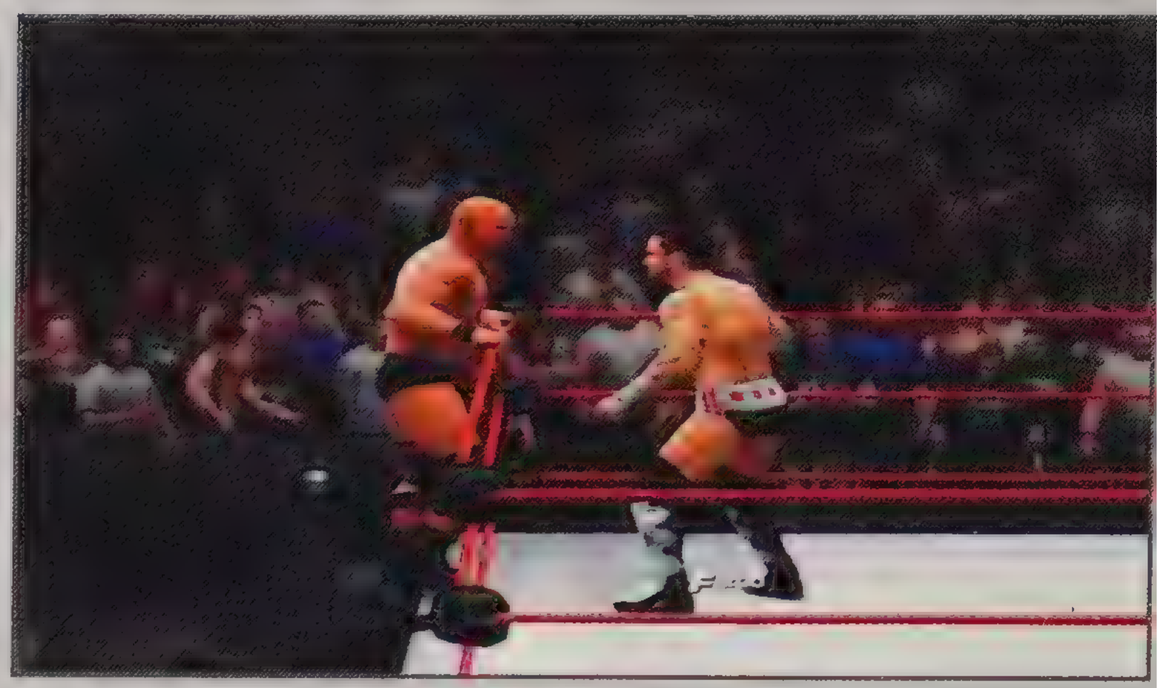
Groggy Seated in Corner



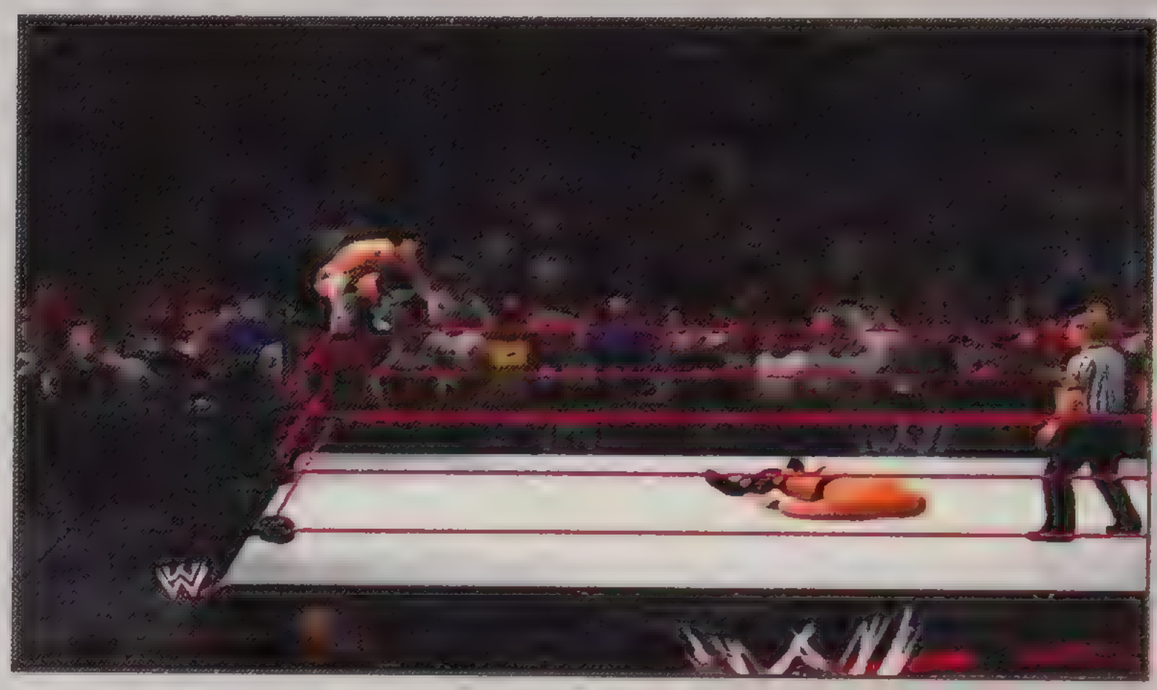
Groggy Seated on Top Rope



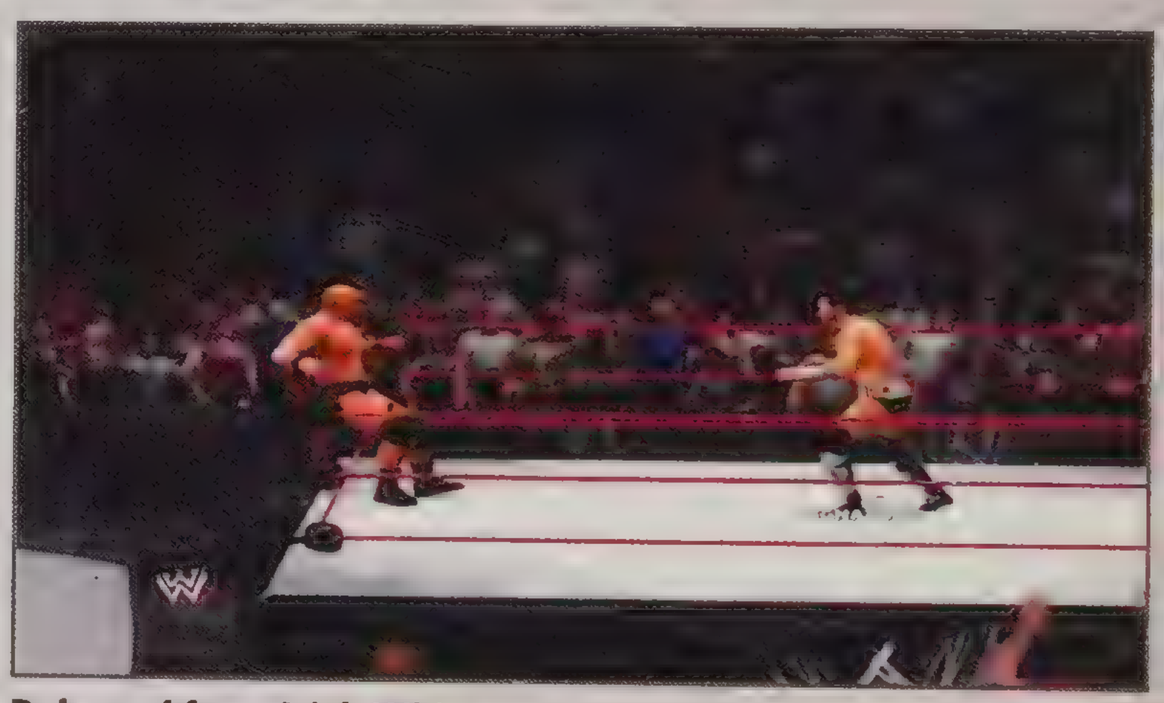
Tree of Woe



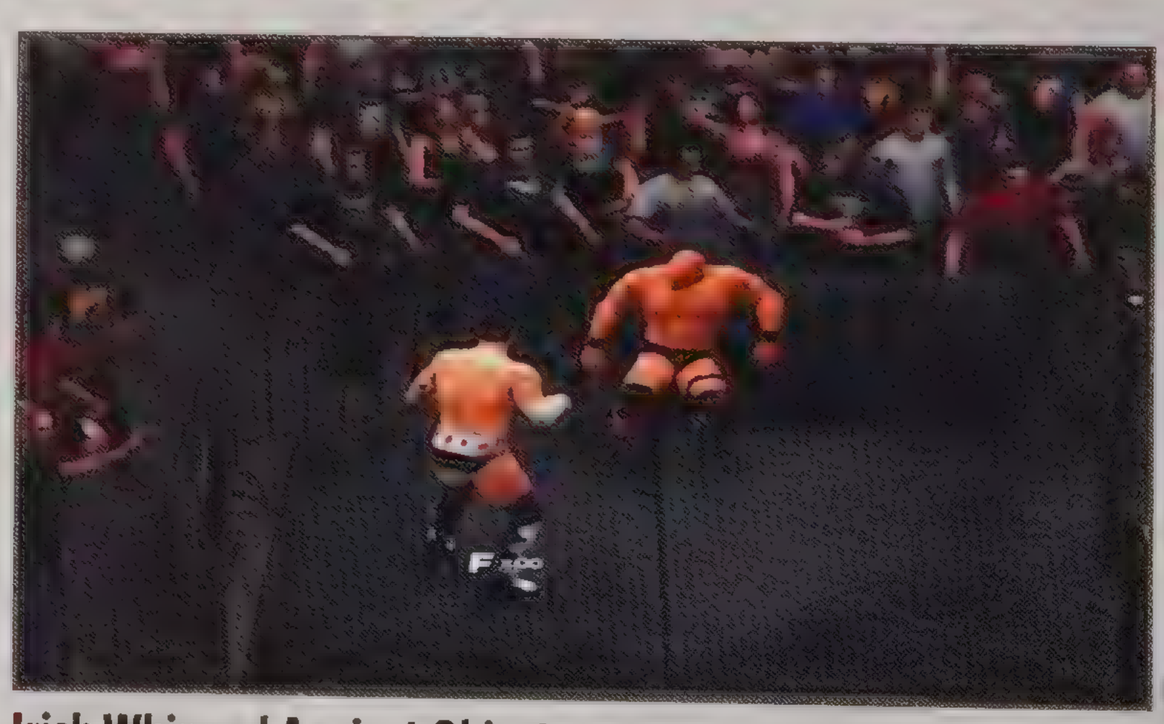
On Apron



Attacking from Top Rope (Turnbuckle)



Rebound from Irish Whip



Irish Whipped Against Object

BASIC CONTROLS TUTORIALS

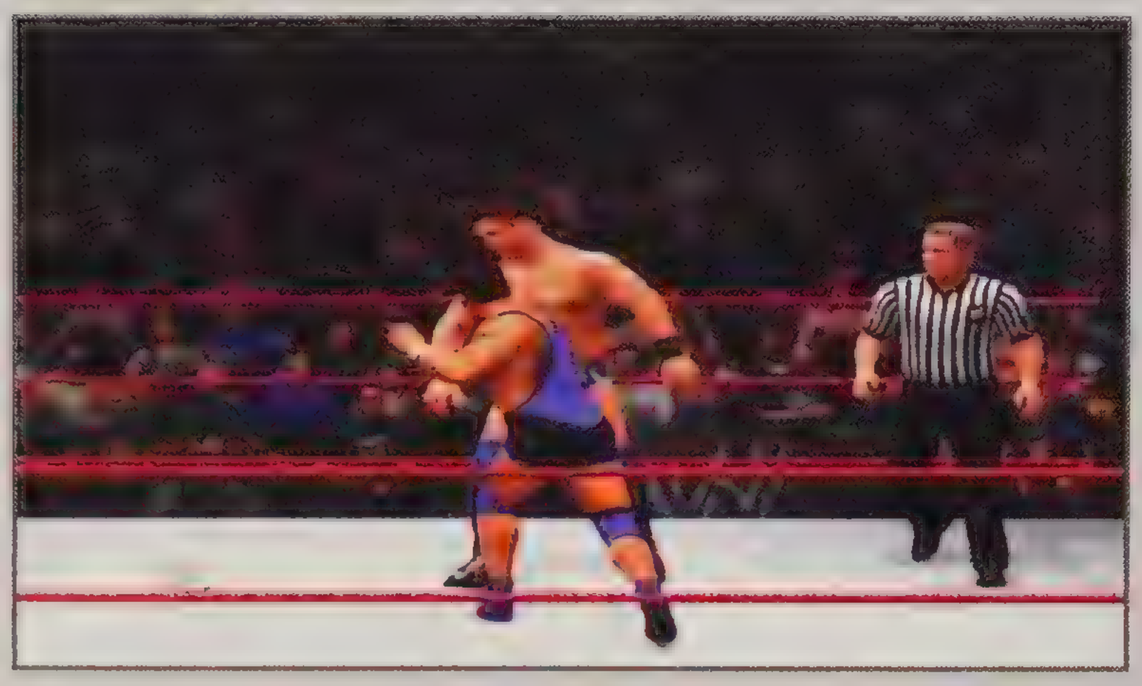
These are the basic actions performed in most game situations. Some Superstars will have multiple assigned button presses for the same move. Consult the in-game "Move-Set" menu under "Creations" to identify the moves for each Superstar.

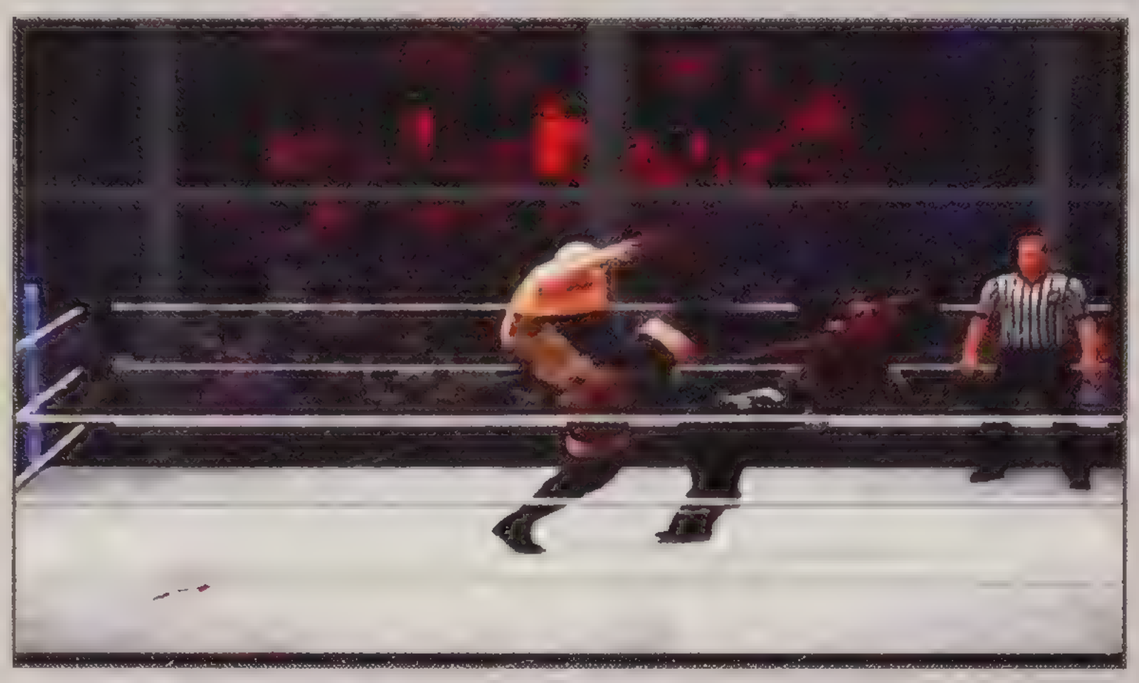
MOVEMENT

Moving around areas within the game is fairly straight forward as you are getting started. As you improve, you'll want to combine these movements into your move combinations and seamlessly incorporate using the ropes, apron, turnbuckles, and ringside objects in your matches.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Move Superstar	L	L
Run	Hold LT and move L	Hold R2 and move L
Enter/exit ring	L toward ropes + LB	L toward ropes + press L1
Step on apron	L toward ropes + tap LB	L toward ropes + press L1
Climb turnbuckle	Run toward turnbuckle (far) or L + LB (close)	Run toward turnbuckle (far) or L + L1 (close)
Lift grounded opponent	A	A
Lift grounded opponent to face opponent's rear	A	A
Turn grounded opponent over	A, A	A, A
Turn standing groggy opponent	A, A	A, A
Turn corner groggy opponent	A, A	A, A
Lift corner groggy opponent to top rope	A	A
Place corner groggy opponent in Tree of Woe	A	A
Place groggy opponent on ropes to middle rope position	A	A
Drag opponent	LT + RT	R2 + L2
Change target opponent against multiple opponents (target settings set to manual)	Click L	Click L
Limb Targeting System	Hold LB	Hold R1

STRIKES

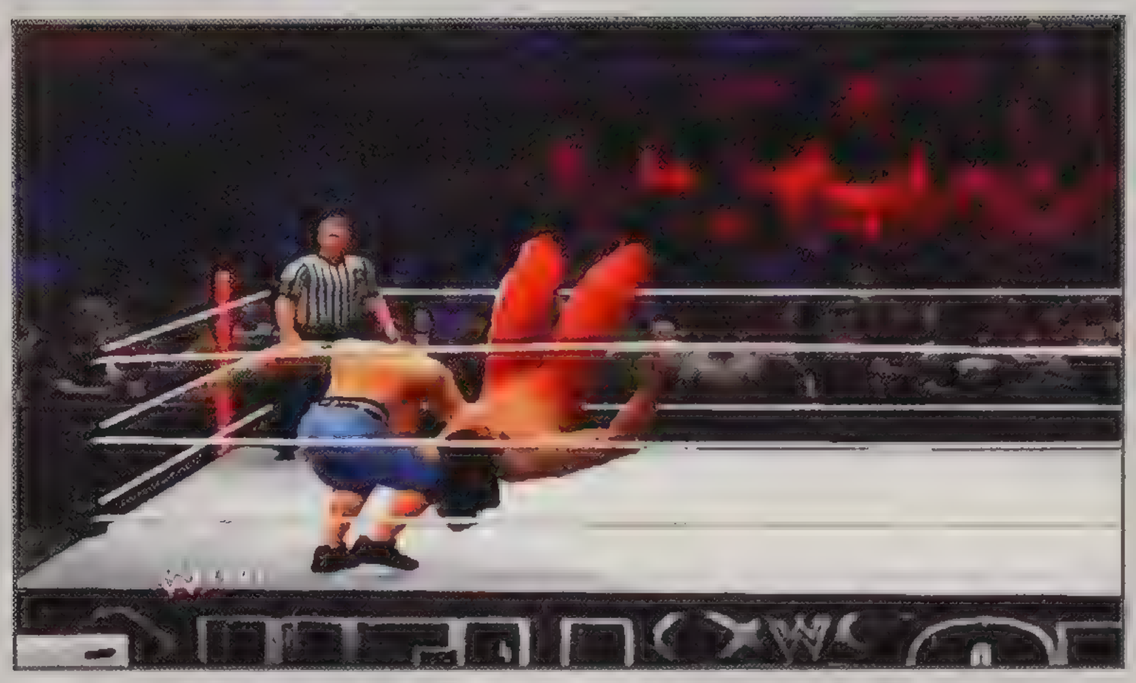




Strikes can be performed in almost every scenario within a match, and pressing or holding the strike button will initiate the strike assigned to that scenario in the Superstar's Move-Set.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Strike	X	■
Strike combination	X, X, X, X	■, ■, ■, ■
Alternate strikes	L any direction + X	L any direction + ■
Strong strike	Hold X	Hold ■
Strong strike 2	L any direction + hold X	L any direction + hold ■
Gut kick	L to a corner + X	L to a corner + ■
Running strike	Run + X	Run + ■
Running strike 2	Run + hold X	Run + hold ■
Striking a grounded opponent	X	■
Running strike to grounded opponent	Run + X	Run + ■
Diving attack from turnbuckle	Climb turnbuckle, X	Climb turnbuckle, ■
Diving attack from turnbuckle 2	Climb turnbuckle, L any direction + X	Climb turnbuckle, L any direction + ■

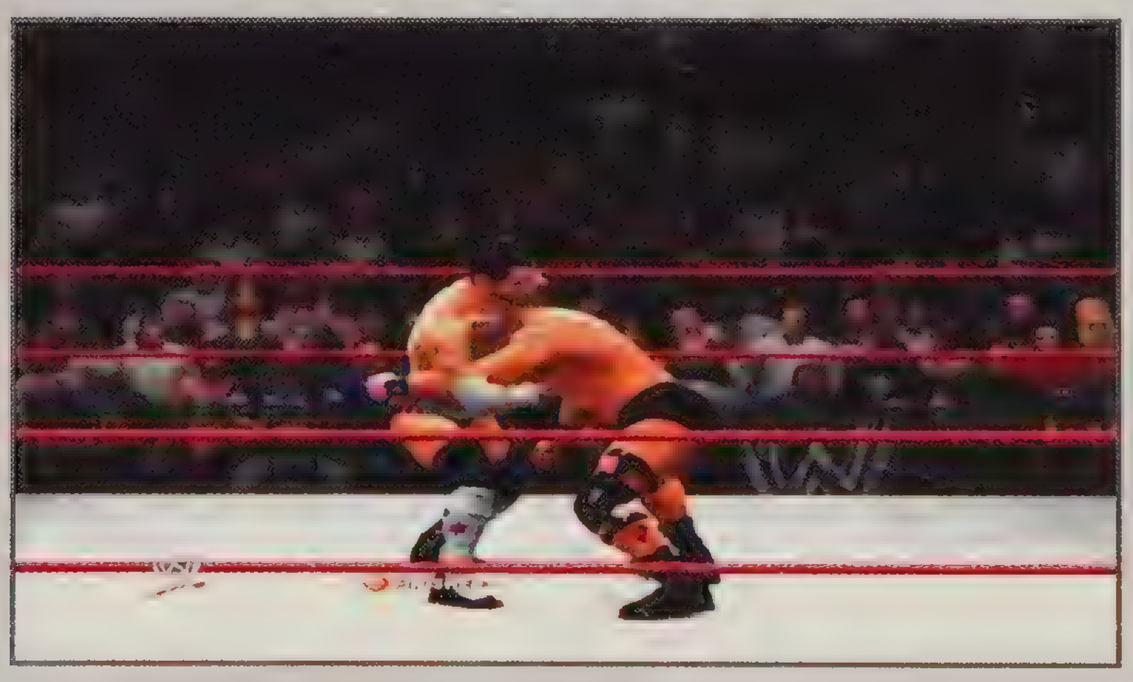
GRAPPLES



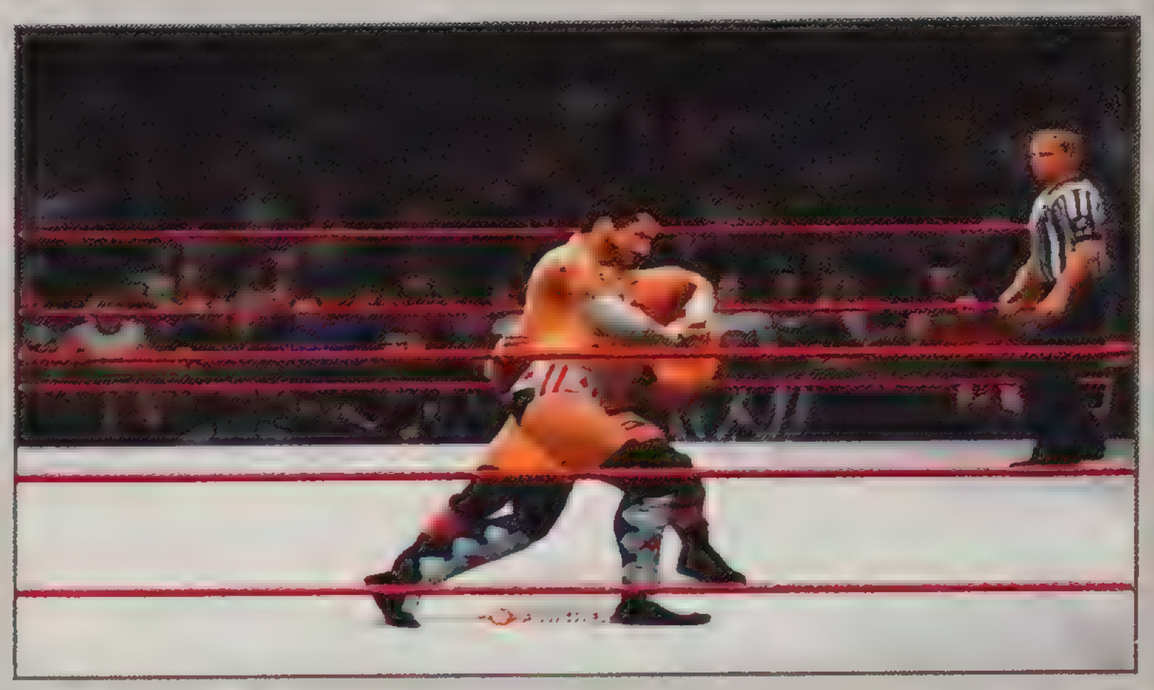
Use Ⓐ on the Xbox 360 or ✕ on the PlayStation 3 to initiate grapples in different scenarios. Just as with strikes, using the left analog stick in conjunction with the grapple will perform a different move from the Superstar's move-set. You can reposition to different holds with the right analog stick. If you "tie" your opponent in moving in for a grapple, you'll initiate a Collar and Elbow tie-up button-mashing mini-game. The Superstar that comes out on top will move into a chain grapple lock. If it's deemed a tie, the Superstars will push off and return to a standing, neutral position.

NOTE

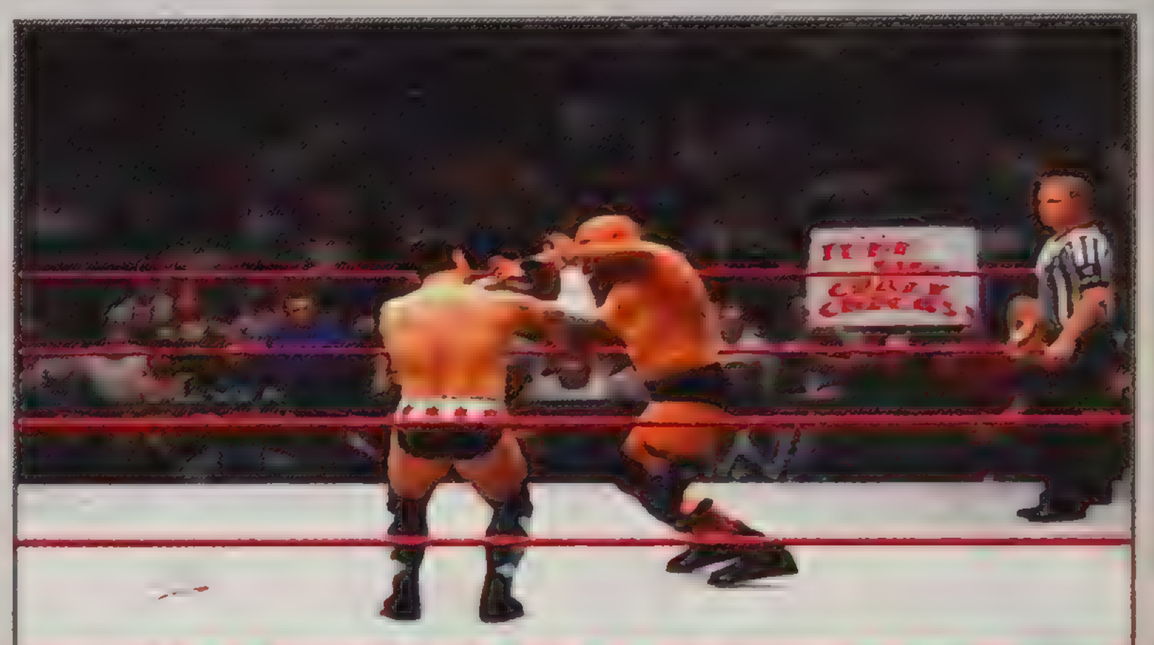
In a Collar and Elbow mini-game, mash the grapple button. There's some math involved in the game coding that will either help or hurt your chances of winning: your Superstar's weight class, attributes, and damage taken will all factor in to see who comes out on top.



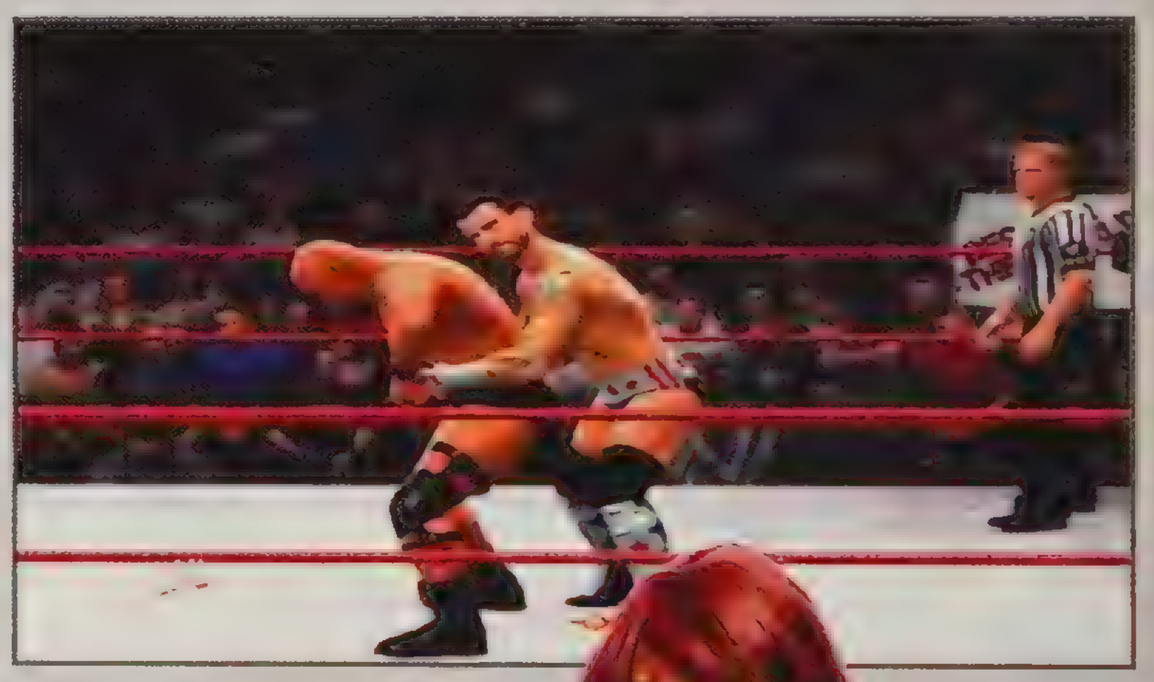
Front Facelock



Side Headlock



Wrist Lock



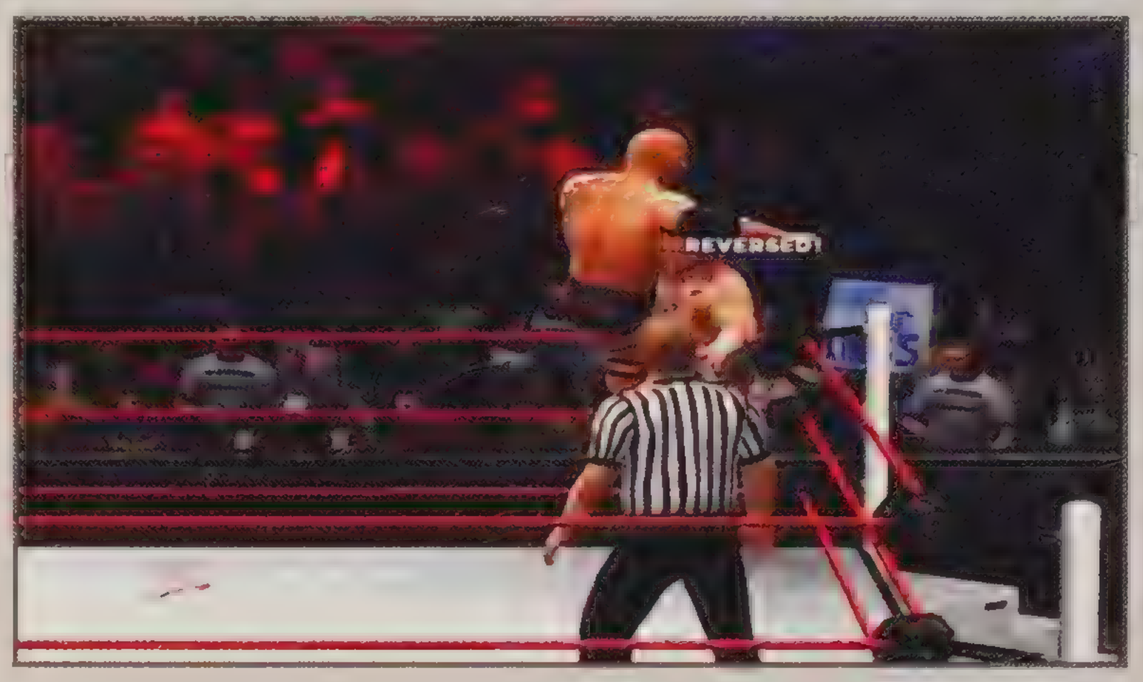
Waist Lock

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Collar and Elbow tie-up	Mash A	Mash ✕
Engage Front Facelock	L + A	L + ✕
Engage Side Headlock	L ← + A	L ← + ✕
Engage Wrist Lock	L → + A	L → + ✕
Engage Waist Lock	L ↓ + A	L ↓ + ✕
Reposition to Front Facelock	R ↑	R ↑
Reposition to Side Headlock	R ←	R ←
Reposition to Wrist Lock	R →	R →
Reposition to Waist Lock	R ↓	R ↓
Chain grapple	L in a direction + A	L in a direction + ✕
Pull-back strike from hold	X	■
Groggy grapple	L in a direction + A	L in a direction + ✕
Groggy grapple from behind	L in a direction + A	L in a direction + ✕
Running grapple (facing)	Run + A	Run + ✕
Running grapple (behind)	Run + A	Run + ✕
Drag a held, groggy, or grounded opponent	Hold RT + Hold LT then L	Hold R2 + Hold L2 then L
Move groggy opponent against ropes to second rope	R ↓	R ↓
Move groggy opponent in corner up onto top turnbuckle	R ↑	R ↑
Move groggy opponent in corner into Tree of Woe	R ↓	R ↓

NOTE

Groggy grapples are stronger than a normal chain grapple against a fresh opponent. You'll also go directly to the move (rather than into a hold, and then into the grapple).

REVERSALS



Any time your opponent wraps you up or strikes at you, use it as an opportunity to reverse the move and gain control. The game is (by default) set in "Options" to flash a reversal indicator over your Superstar's head when you have the chance to reverse—which is pretty much any time your opponent is in dominant position but not in the middle of a move animation. Study each of the four chain grapple locks and get the feel for when to reverse based on the character's movement in the transitions.

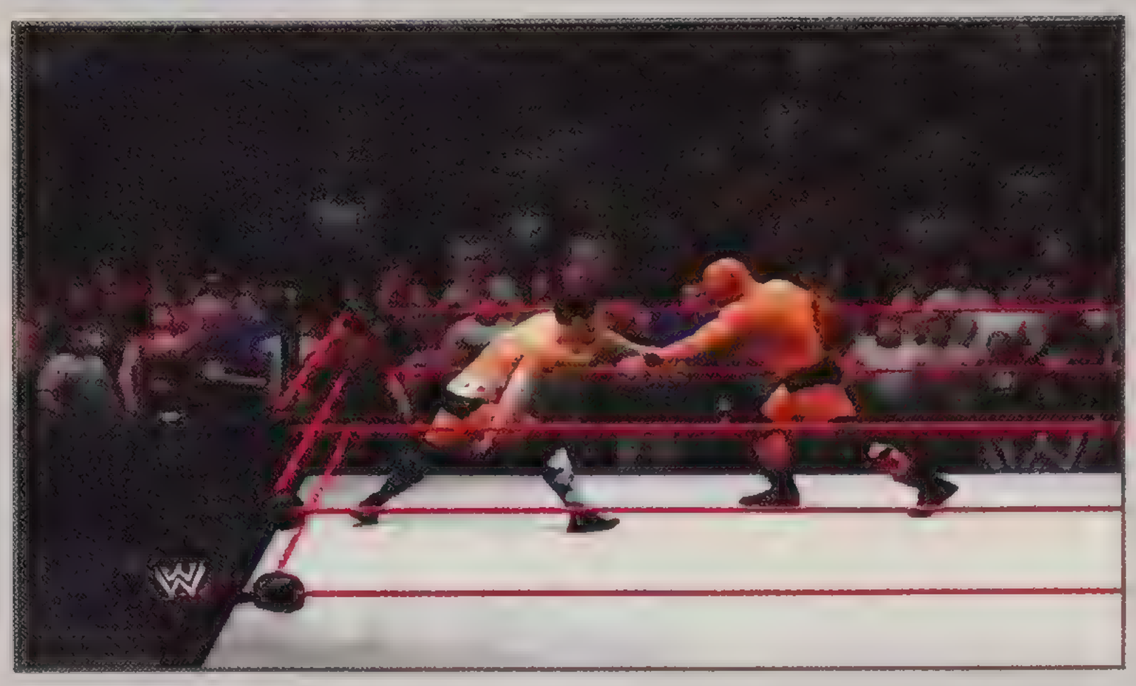
TIP

If you wait to "see" the reversal icon over your Superstar's head, you'll rarely catch the reversal. Watch the opponent on-screen, anticipate the move and press the reversal button to respond to the move. See *Chapter 3: Flow of the Match: In-Ring Strategy* for more on this.

Reversing a move is another series of complex formulas that takes into account Superstar attributes, damage taken, and match situations. You can adjust the reversal success slider bar for both the player and the AI from "Options » Gameplay » Match Options » Balancing".

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Reversals	RT	R2

IRISH WHIPS



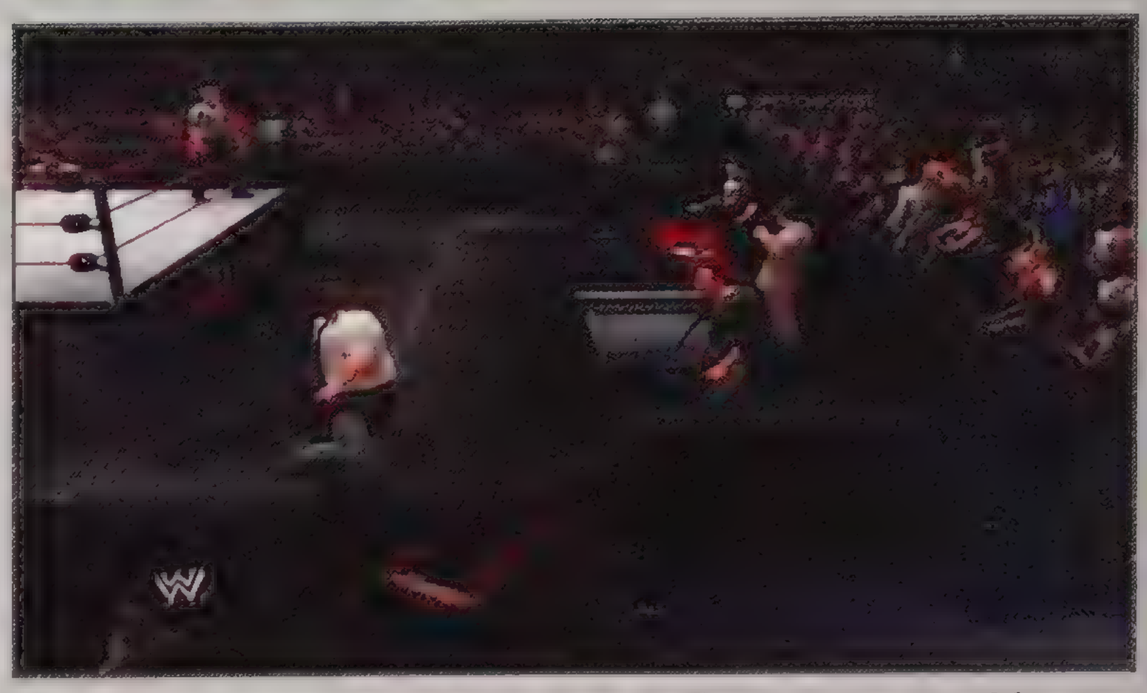
Irish whips are very important for both controlling a match and scoring big damage against your opponent. When you sling your opponent into a corner of the ring, they can enter a groggy-like state or bounce off, heavily damaged (Hammer Throw ability). Outside of the ring, whipping an opponent into an object like a fence or the corner post does damage and causes them to slump against the object. If you Irish whip a Superstar into the ropes from a distance, you can execute an Irish whip Rebound strike or grapple. If you are close to the ropes, you can whip them out of the ring completely (onto the apron or down to the ground ringside). This will give you some breathing room and allow you to taunt or interact with an object.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Irish whip to ropes or object	L toward far ropes + B	L toward far ropes + ●
Irish whip to corner	L toward corner + B	L toward corner + ●
Irish whip out of ring	L toward close ropes + B	L toward close ropes + ●
Irish whip back into ring from ringside	L toward apron + B	L toward apron + ●
Leapfrog/Duck rebounding opponent	LB on the rebound	L1 on the rebound

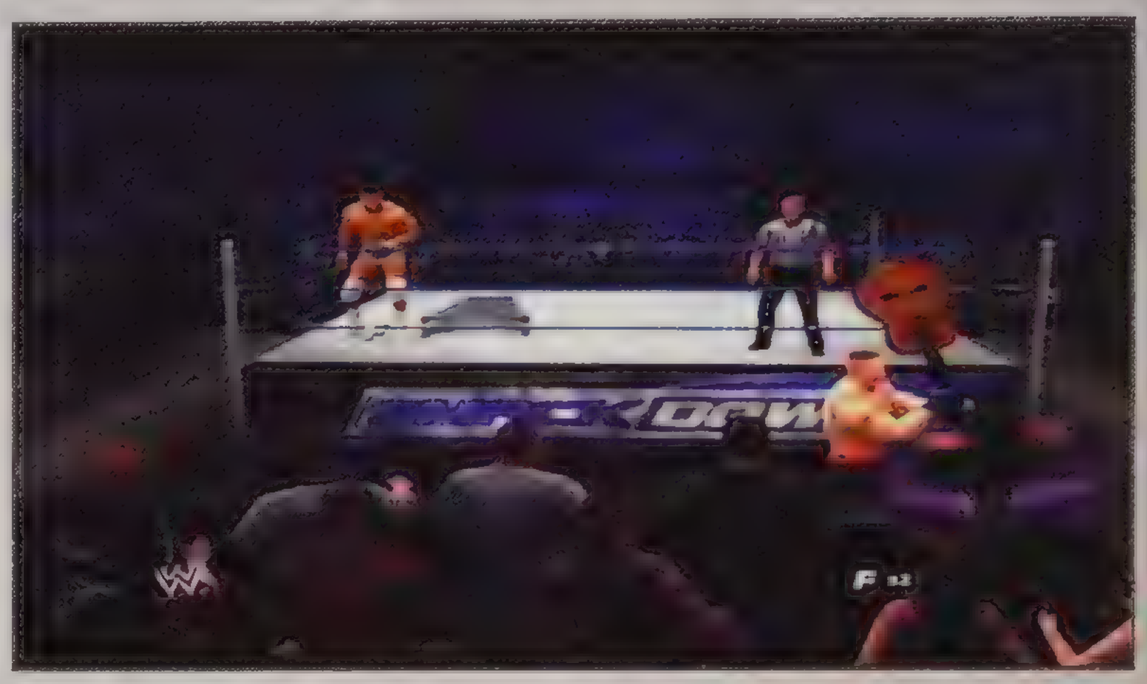
NOTE

When you're ringside, whipping an opponent back into the ring is a good way to force them back into the fight. They'll also end up grounded under the bottom rope with their head hanging precariously off the apron—perfect for a strike or a running strike along the side of the ring.

USING OBJECTS

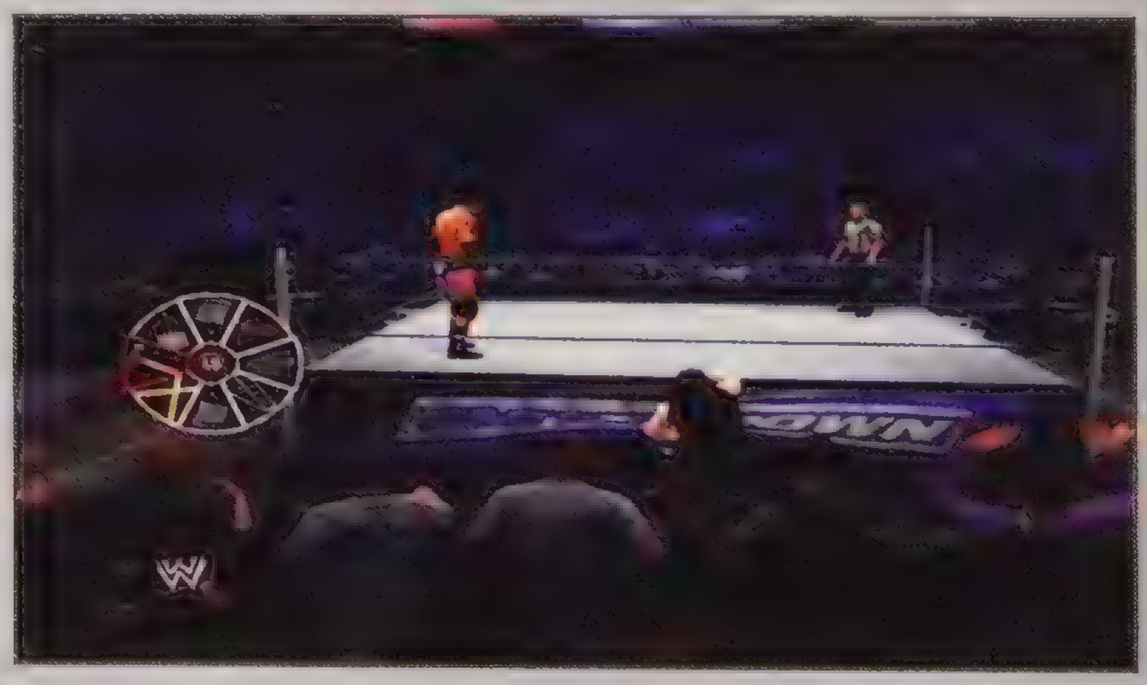


Sometimes you can grab a chair near the announcer table.

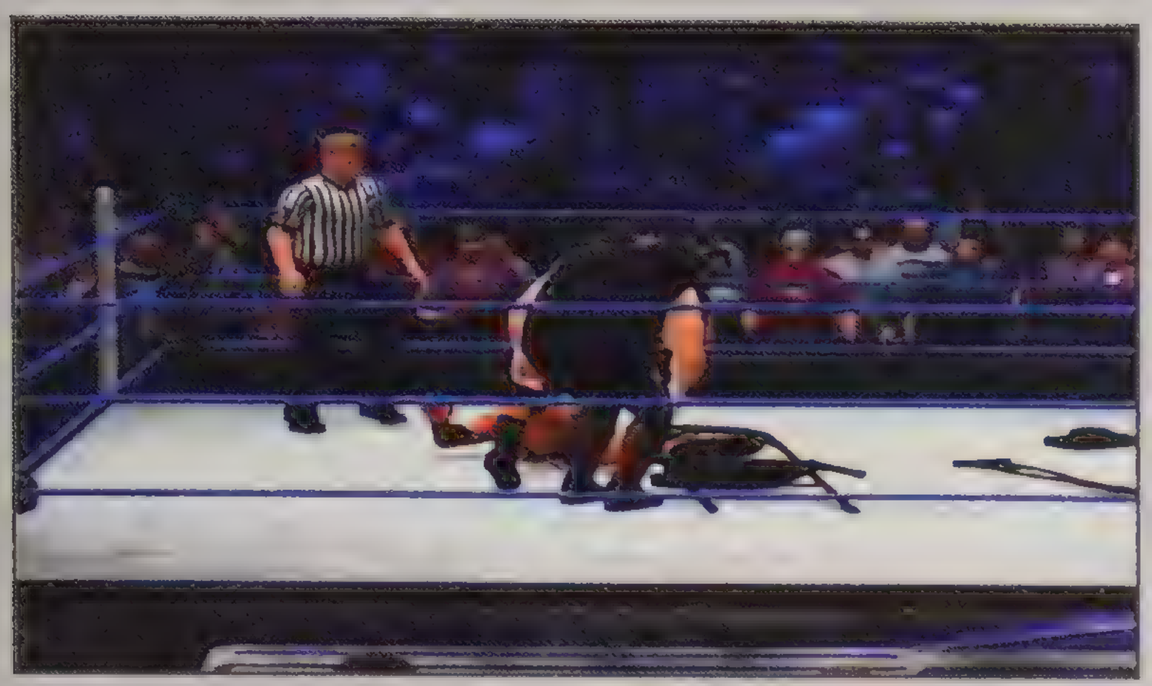


Grab objects out of the crowd.

Using objects can be a key component of certain matches. You may need them to complete objectives, or you can use them to wear down opponents with heavy damage. You can grab and use any object that moves, including the ring stairs. To search for an object under the ring, approach the middle of the ring from ringside and press the pick up button to reach under and grab a chair or other object. You can strike with it four times before your Superstar drops it. If your Superstars gets hit while holding it, they'll drop it. A successful reversal (or grapple) will pry the object from the Superstar's hands.



Reaching under the ring will sometimes bring up a bunch of object options. Use the left stick and press grapple to choose.



Perform extra actions with objects to get really creative in the ring! Pressing grapple in certain cases will allow you to use the object a bit differently (such as feeding an opponent's feet through a chair for the extra crunch).

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Get object	LB	L1
Strike with object	X	■
Running strike with object	Run + X	Run + ■
Perform action with object	A	✕

LIMB TARGETING SYSTEM

The limb targeting diagram can be called up when you are in control of a chain grapple lock, standing over a grounded opponent, or standing near a groggy opponent. This system allows you to target specific areas of an opponent's body to achieve certain outcomes within a match. As matches wear on and Superstars take damage, they may begin to favor an arm, or hold their head or ribs. By controlling these damage areas, you can reap the in-ring benefits that surface when your opponent is weakened in specific areas.

TIP

Use the diagram when your opponent is standing groggy to check their damage!

When you are in control of a chain grapple lock, or when you are up against a standing groggy opponent, activate the limb targeting diagram and press the button that corresponds with the body part you want to attack. Against a grounded opponent, position yourself near the body part and press strike or grapple to inflict damage. As you inflict damage to a body part, you'll see that part of the diagram change from transparent to yellow, and then to orange, and finally to critical red. Side effects occur when a Superstar takes critical damage. Their performance will most definitely slow down, and they'll become vulnerable in different ways. Learning to master limb targeting is critical for submissions.

TIP

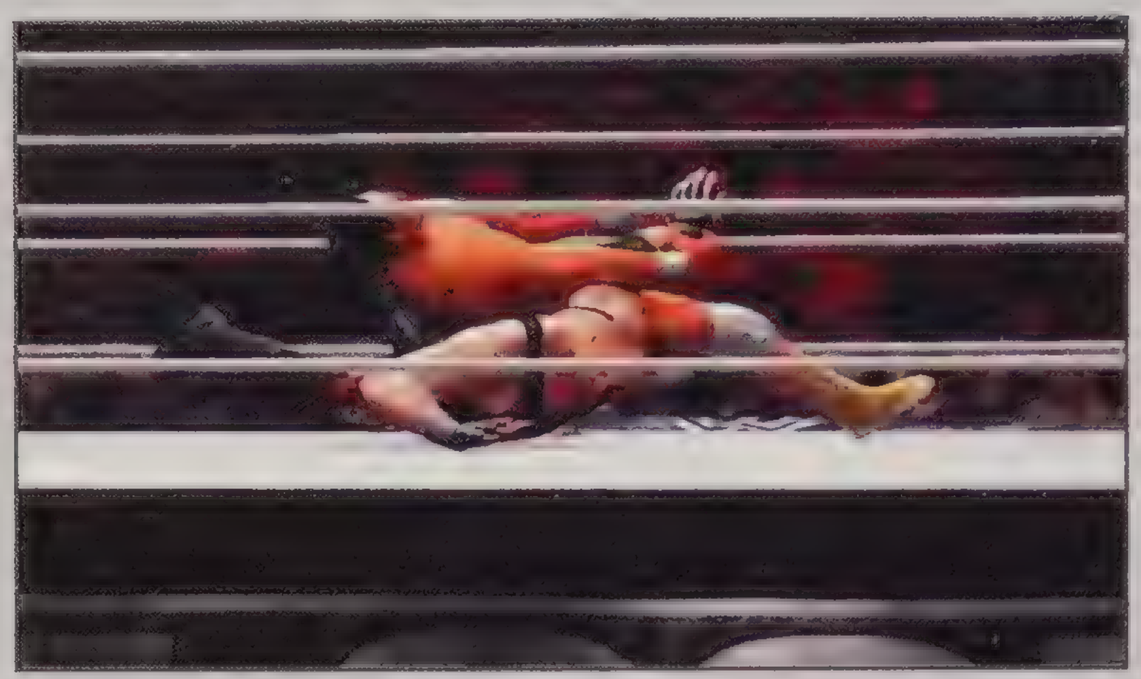
When entering a chain grapple lock, immediately hold RB or R1 and press the button that corresponds to the part of the body you'd like to damage. You don't have to wait for the diagram to appear to attack the body part.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Activate limb targeting	Hold RB	Hold R1
Attack the head	Hold RB + Y	Hold R1 + ▲
Attack the arms	Hold RB + X or B	Hold R1 + ■ or ●
Attack the legs	Hold RB + A	Hold R1 + ✕

TARGETING THE HEAD

Critical damage to the head will result in an increased probability of transitioning into a standing groggy state, as well as an increased chance of being submitted.

TARGETING THE ARMS



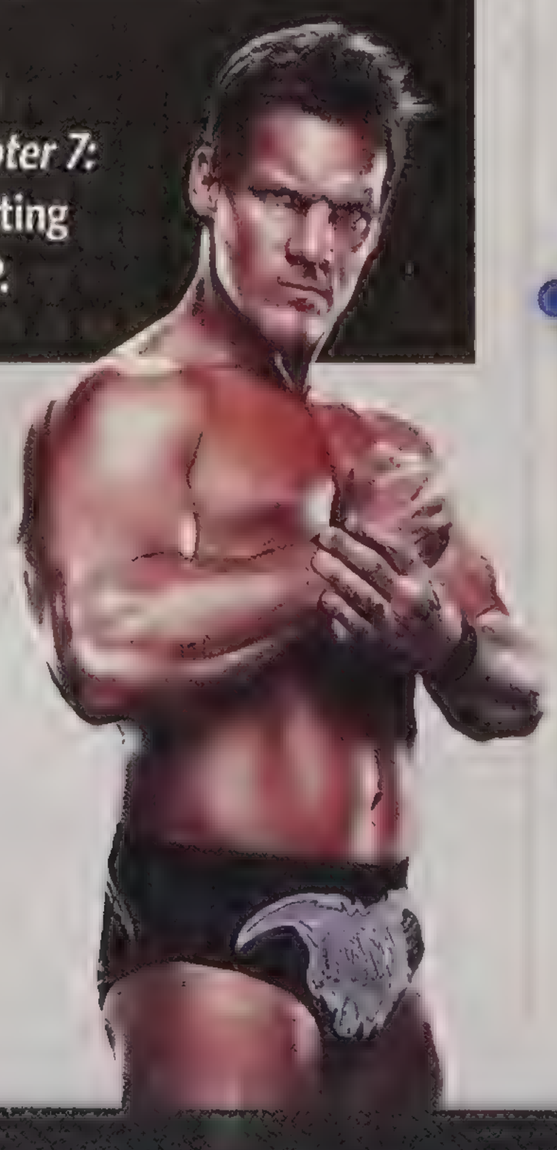
Critical damage to an arm will result in an increased chance of being submitted.

HIT POINTS

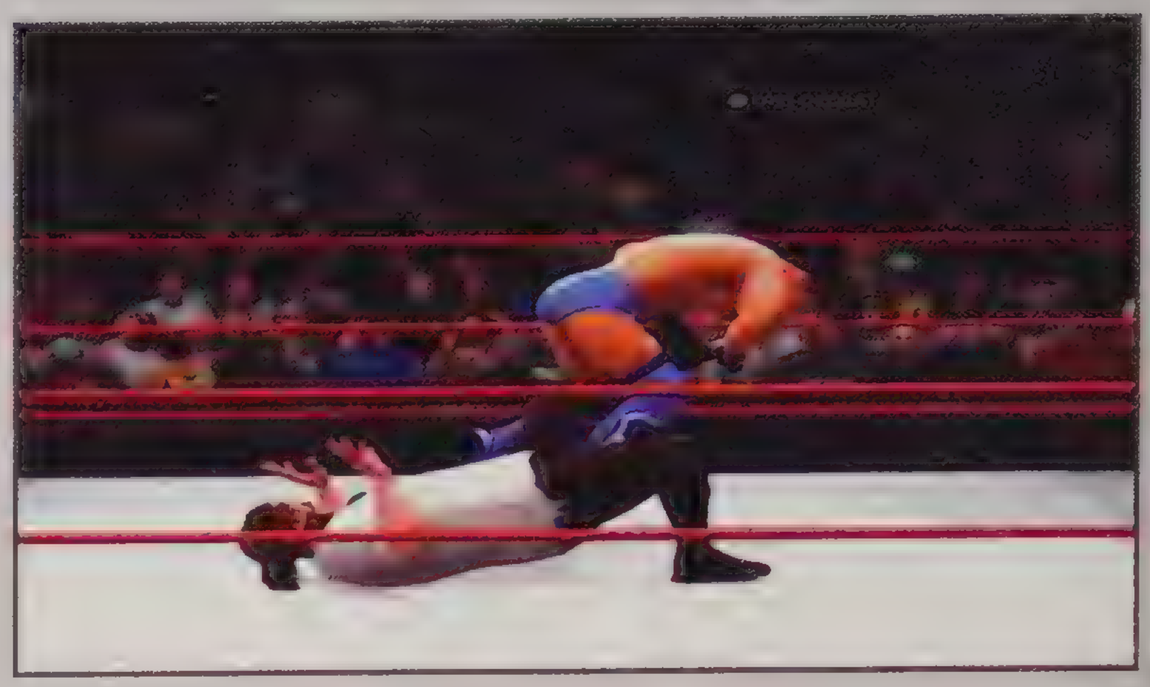
A Superstar's health in *WWE '13* is not like a traditional health meter in a fighting game, where you would whittle your opponent's health down to 0 in order to win. Each Superstar is assigned 100 hit points, divided across the four areas that are highlighted in the limb targeting system diagram: the head, the midsection, the arms, and the legs. Each Superstar's HP is divided uniquely between the four areas. The more damage you inflict (subtracting HP), the greater the likelihood of your victory in a pin or submission, but the damage itself does not guarantee victory. Again, gaining advantage all the way to a win is influenced by a number of factors (damage, attributes, etc.), and you can be stopped at any time, too!

NOTE

For detailed breakdowns for each Superstar and Diva's HP, see *Chapter 7: Superstars* for complete tables listing attributes, weight classes, and HP.



TARGETING THE LEGS



Critical damage to the legs will result in a reduced walking speed, as well as an increased chance of being submitted. The Superstar may also randomly collapse if he or she attempts to run (which is hilarious, by the way).

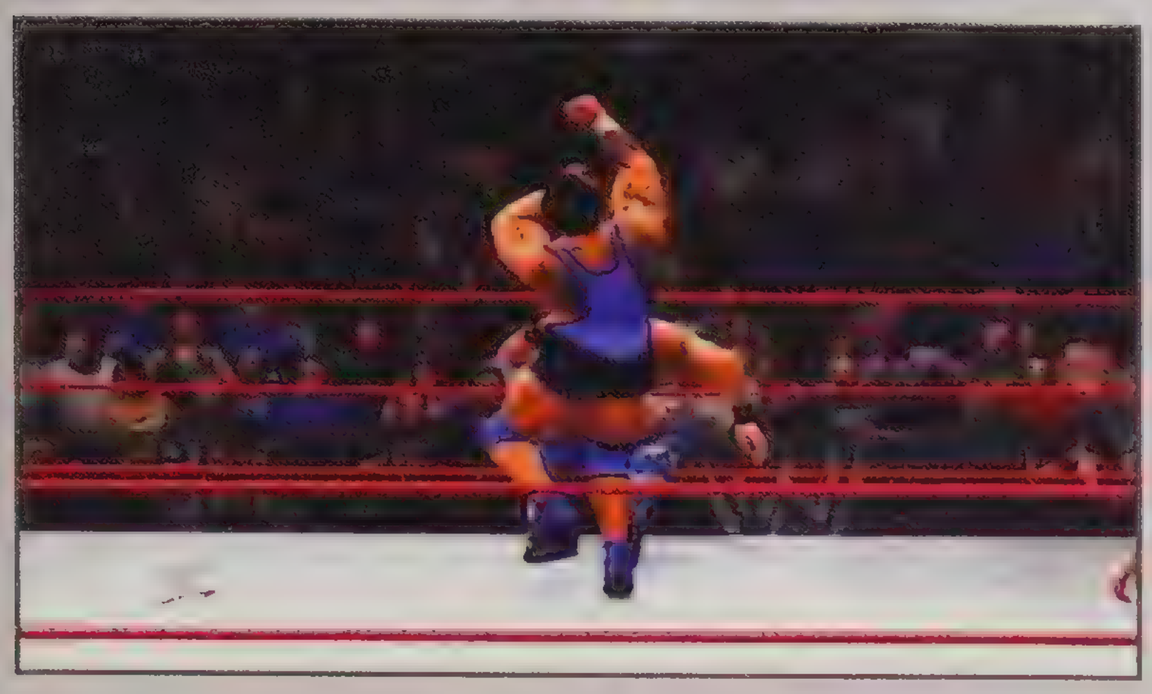
TARGETING THE MIDSECTION

There's no specific button in the Limb Targeting System to target the midsection, but it will turn red when it takes damage. The midsection takes the brunt of most attacks throughout the course of a match, percentage-wise, so it often turns red by the time you're ready to finish your opponent with a pin or submission. Critical damage to the midsection will result in a reduced adrenaline meter, groggy grapples from gut kicks, and an increased chance of being submitted.

TIP

This can be a huge advantage for you! Perform a quick gut kick when your opponent's midsection is in the red, and they'll immediately become groggy and bend over at the waist. Just like that, you can score big with a groggy grapple, or you can target a limb to set up a submission. Awesome!

MOMENTUM AND TAUNTS



Gaining momentum in a match is crucial—not only to make sure that you are the one in position to do the manhandling, but also to open up powerful Signature Moves and Finishers. Gain momentum quickly by scoring on your opponent with a variety of attacks, by reversing your opponent's attacks, and by taunting.

The momentum system is based on formulas, and they favor variety. If you repeat a taunt over and over, you'll notice that the amount your momentum increases will lessen with each repeat until you aren't rewarded at all for that particular taunt. Vary your taunts by using all directions on the D-pad equally throughout any given match.

If your taunt is interrupted by an opponent, you don't get the momentum boost and you lose the advantage! Longer taunt animations (some are 10 seconds!) may give you more momentum, but they are more likely to be interrupted. Use shorter taunts when your opponent is grounded at your feet or nearby, and save the longer ones for when your opponent is ringside or won't be able to get to you to interrupt.

TIP

The taunt times for every Superstar's taunts are listed on that Superstar or Diva's profile page by D-pad direction.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Taunt	D-pad any direction	D-pad any direction
Wake-up Taunt to grounded opponent	D-pad up with stored Finisher	D-pad up with stored Finisher

TIP

To keep track of where you are momentum-wise and how close you are to a Finisher, enable the momentum meter under your Superstar by going to "Options » Gameplay » HUD" and turning it on. It's unintrusive, and can also help you find your Superstar in a crowd during *Royal Rumble* Matches and other packed ring scenarios.

SIGNATURE MOVES, FINISHERS, AND OMG! MOMENTS

Every Superstar has at least one Signature Move and one Finisher assigned. When you build up your momentum all the way, you open up your Signature Move. Perform a Signature Move successfully and you'll be rewarded with a fiery "F" icon representing a Super Finisher that will score more damage than a Normal Finisher. After a few seconds, this fiery "F" will revert to a Normal Finisher "F" icon. Signature moves and Finishers are situational (your opponent may have to be grounded or standing) so there may be a bit of setup involved when executing them. Look for the Finisher button prompt to appear when you're in the right position.

CAUTION

In some scenarios or match types, your Finisher button may be obscured by another button press option if it matches your Finisher's situation ("Ask" in an I Quit match or "Pin"). If your Superstar's Finisher is for a grounded opponent and they're in the right position, press the Finisher button. Your Superstar should perform the Finisher even though you can't see the icon on screen.

When you have a stored Finisher, you can use a Wake Up Taunt to have your grounded opponent stand up groggy.

NOTE

You can also "store" Finishers based on a Superstar's Charisma attribute. If your Superstar's Charisma is 1-79, one Finisher can be stored. Two Finishers can be stored for Superstars with 80-89 Charisma, and three Finishers can be stored for Superstars with 90-100 Charisma.

OMG! MOMENTS

WWE '13 has added OMG! Moments, which are open to use when you have a Finisher stored. As you approach different scenarios, the OMG! icon will appear and your Superstar will execute a Finisher that leaves your opponent struggling to get up from. Here are some examples of available OMG! Moment locations and the actions that occur:

- Corner groggy front: Superplex (to ringside or breaking ring)
- Ringside corner barrier: Spear through barrier
- Groggy against announcer table: Finisher through table
- Groggy against Cell wall: Grapple through Cell wall

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Signature Move	Ⓨ when "Signature" is available	▲ when "Signature" is available
Wake-Up Taunt	D-pad up with stored Finisher	D-pad up with stored Finisher
Store Finisher	Click Ⓡ when "Signature" is available	Click Ⓡ when "Signature" is available
Normal Finisher	Ⓨ when "F" icon is present	▲ when "F" icon is present
Super Finisher	Ⓨ when fiery "F" icon is present	▲ when fiery "F" icon is present

CAUTION

If you use a Wake Up Taunt to bring your opponent to standing groggy, you only have a small window of time to execute your Finisher before you lose it!

PINFALLS

There are basically two ways to finish your opponent in the ring: Pinfalls (pins) and Breaking Point Submissions. Every Superstar can pin an opponent, and some can transition a grapple move into a pinfall attempt and hold it for a count. When you approach a grounded opponent, press the "pin" button to call for a count and end the match.

If your Superstar has the Leverage Pin ability, an icon will appear showing up and down on the right analog stick when it's available. Press up or down to pin and start the Leverage Pin mini-game.

TIP

If you are being pinned with a Leverage Pin, you'll notice an extra yellow bar in the mini-game. Stop the slider in the yellow and you'll reverse to a Leverage pin of your own.

CAUTION

Be aware of your position relative to the ropes! If you attempt a pinfall or submission near the ropes, your opponent may score a rope break, negating the attempt. Drag your grounded opponent closer to the center of the ring and pin him or her there, instead.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Pin	Ⓑ near grounded opponent	● near grounded opponent

PINFALL MINI-GAME

When your opponent attempts a pin, a mini-game will show up on screen. Hold grapple and release it when the meter enters the blue area to escape the pinfall attempt. As you take more damage, the blue area will shrink, eventually becoming a tiny sliver and making it very difficult to escape the pin.

BREAKING POINT SUBMISSIONS

If you don't fully understand how to break down your opponent and make them vulnerable to a submission attempt, all the button-mashing in the world won't help you. When you engage in a submission attempt, a button-mashing mini-game will show up on the screen. An outline of the words "Breaking Point" serve as a meter for the mini-game, and the objective is to win by filling the words with red.

NOTE

To engage an opponent in a submission, you must be either in a chain grapple, near a standing groggy opponent, or near a grounded opponent—unless your Superstar has a submission Finisher.

Submission attempts early in a match will be easily stuffed-you'll notice that the more the body part targeted by a submission is damaged, the more the words "Breaking Point" will be filled when the mini-game starts. Reference the "Limb Targeting System" section of this chapter for details on how to break down body parts.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Engage Breaking Point Submission	Hold A	Hold ✕
Win mini-game	Mash A, X, B, Y	Mash ✕, ■, ●, ▲

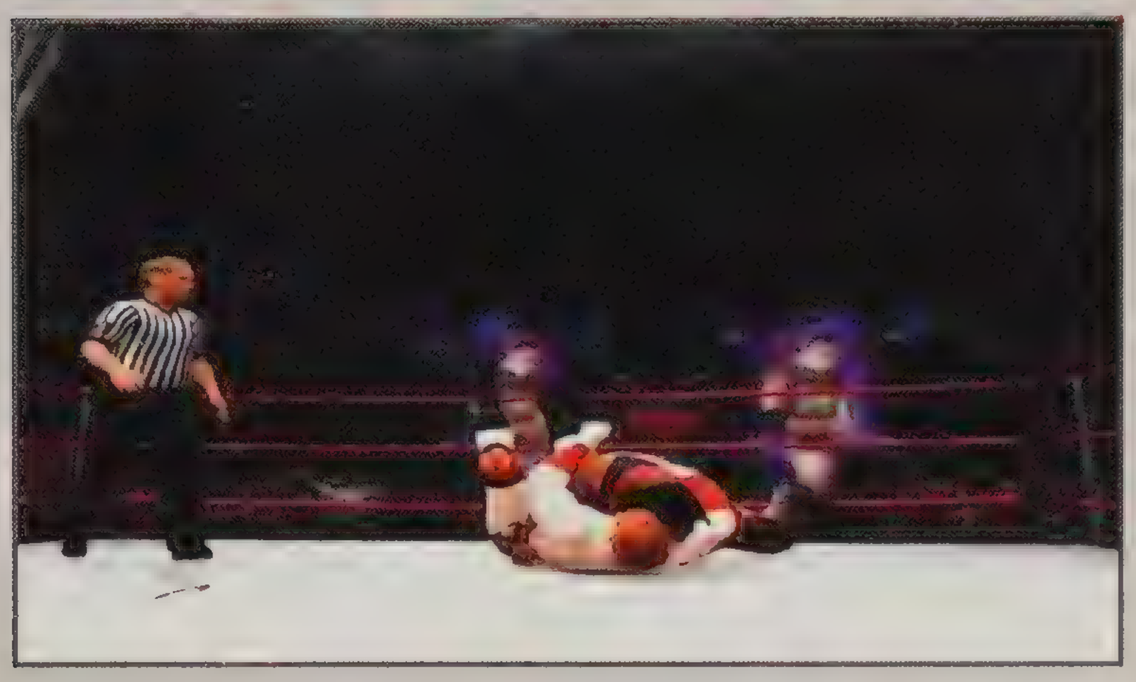
TIP

Since you have to mash the face buttons to win this tug-of-war, it's better to position both of your thumbs on the face buttons. Abandon the left side of the controller when the mini-game starts and use one thumb for each of the two face buttons. Go nuts.

MATCH TYPES

This section profiles match types and details match-specific controls. Many match types can be played either as a one-man wrecking crew or as a tag team.

ONE-ON-ONE NORMAL MATCH

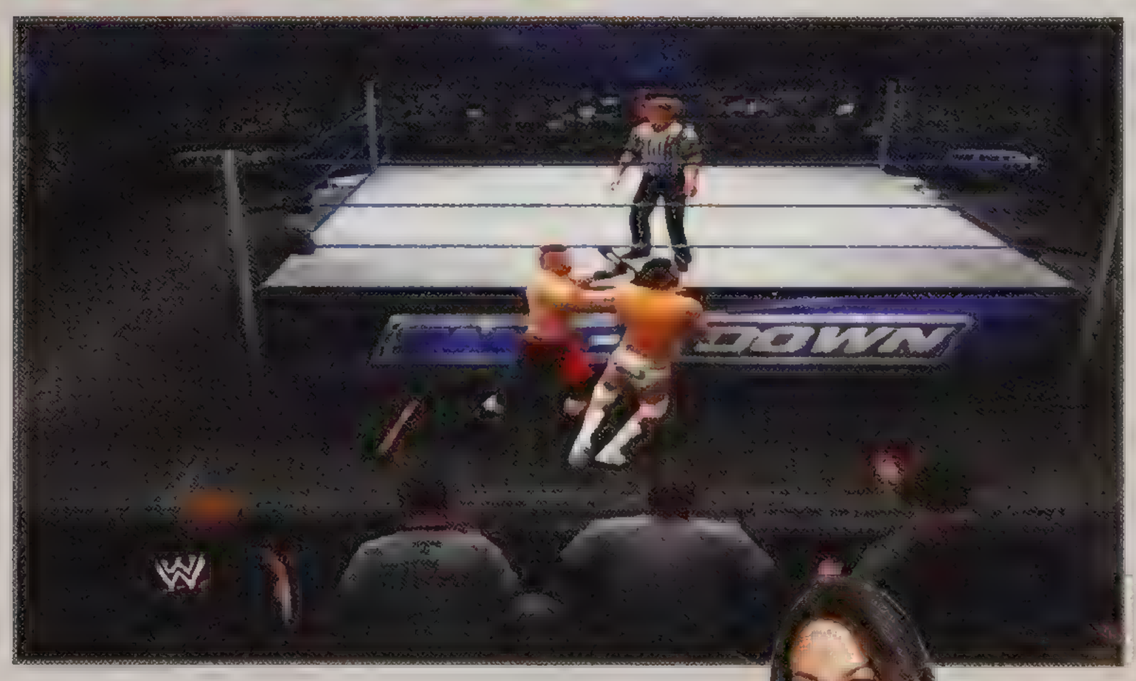


This is the standard of fairness. The rules allow for this match to be won by pinfall, submission, countout, or disqualification. Rope breaks will break up pin or submission attempts. Your Superstar will be disqualified if you hit your opponent with an object, or if a Superstar on your side interferes. Irish whips into objects ringside are legal as long as you're back in the ring before the 10-count elapses.

STEEL CAGE MATCH

In the Steel Cage Match, you must escape the cage to win. This can be done in two ways: climbing to the top of the cage and over the wall, or escaping through the door (see sidebar). The only weapon is the cage itself, and you can Irish whip your opponent into it. When it's time to climb the cage, a mini-game will start. Press grapple when the arrow is all the way to "Max" to climb or crawl farther out of the cage, Repeat this a couple of times and you're out. Careful, though—your opponent will attempt to stop you, and a fall from the cage wall hurts!

EXTREME RULES

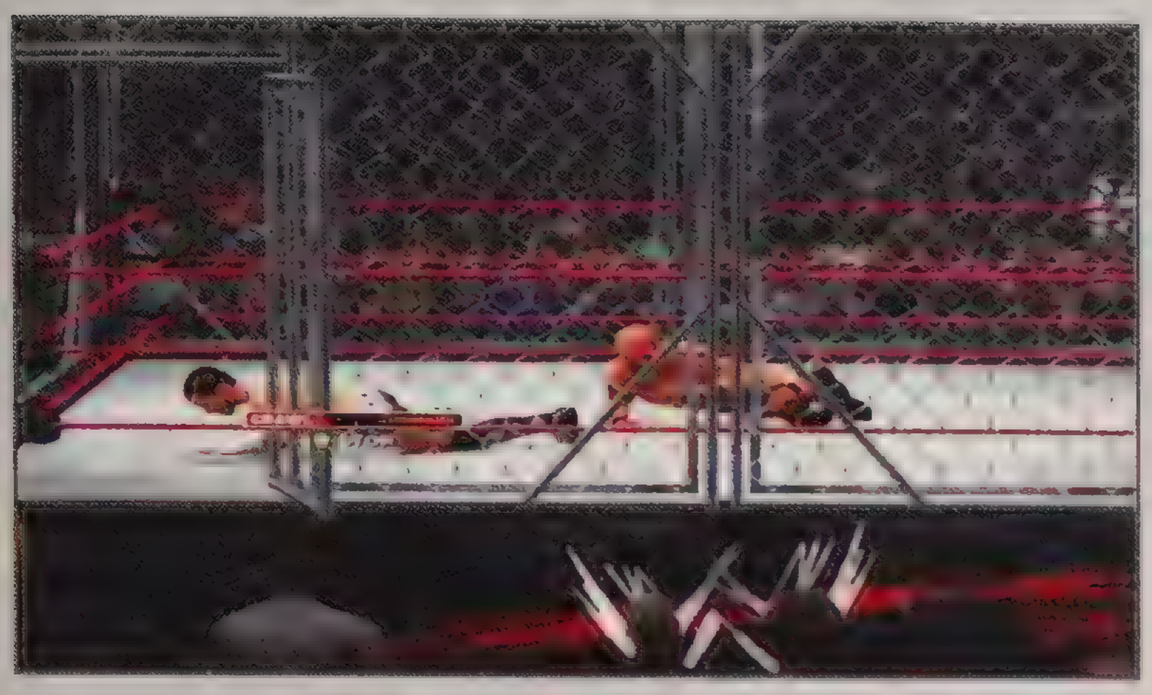


This is similar to a Normal Match except that there are no disqualifications, countouts, or rope breaks. You can win by pin or submission in the ring. Reach under the ring for objects to soften up your opponents quickly, and then Irish whip them back into the ring for the finish.

CRAWL OUT THE OPEN DOOR

This can be a much easier way to escape the cage.

Whip your opponent into the corner by the cage door so that they are corner groggy and facing front (turn them around by using left or right on the right analog stick if their back is to your Superstar). Press the grapple button when the "Escape" icon appears to trigger an animation of your Superstar hitting a Superplex off of the top rope that jars the cage door open.



This triggers a "Crawl" mini-game in the same format as the "Climb" mini-game. You may have more success with this tactic earlier in a match, against tougher opponents, or at higher difficulty settings.

If you attempt to *climb* out of the cage and are pulled down by your opponent, often your Superstar will lay there helpless from the fall while your opponent then climbs out easily—try *crawling* instead.

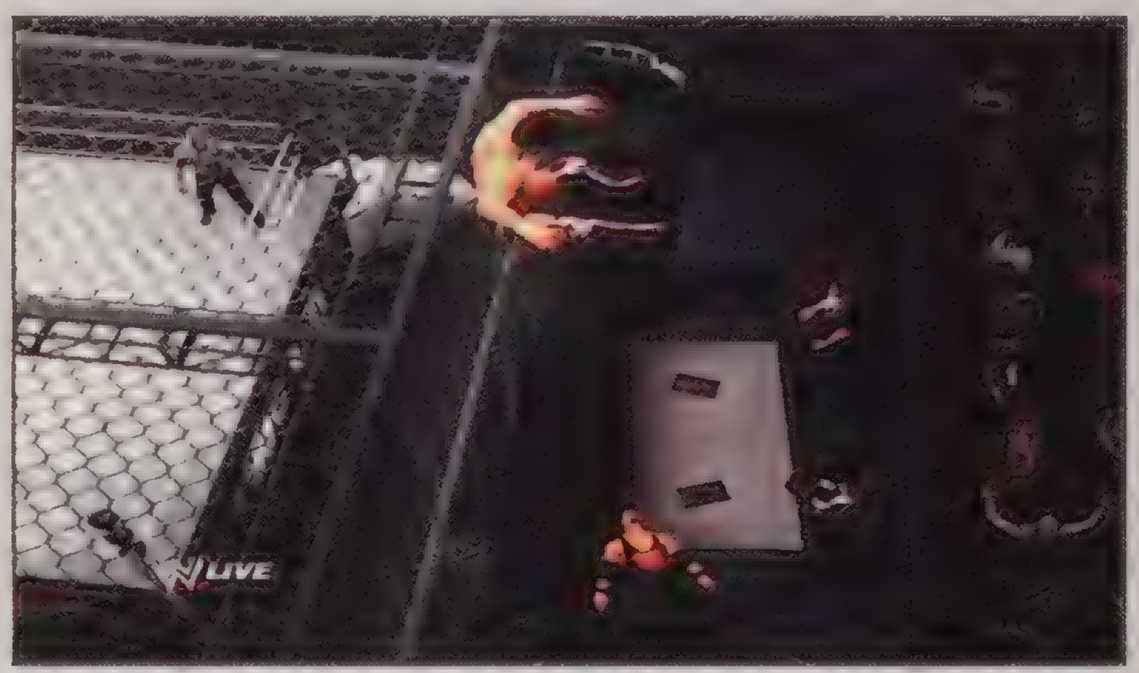
If you fail in the "Crawl" mini-game, nothing is lost except that you are left in a grounded position while your opponent is standing in front of you. The important thing to note here is that your opponent is not immediately put into a position to win the match, which is what happens when you lose the "Climb" mini-game.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Climb Cage	LB	L1
Cancel Climb	LB	L1
Pull down a climbing opponent	X or A	■ or ✕

HELL IN A CELL

This is similar to a Steel Cage Match (no disqualification, countouts, or rope breaks), but you can only win by pin or submission in the ring. It's like an *Extreme Rules* Match with a steel cage dropped down over the ring area. Irish whip your opponent into the Cell to score big damage.

For extra fun, use an OMG! Moment to break through the Cell wall and climb to the top of the Cell. Toss your opponent off of the Cell and through the announcer table, and then follow them down with a diving attack (press strike).



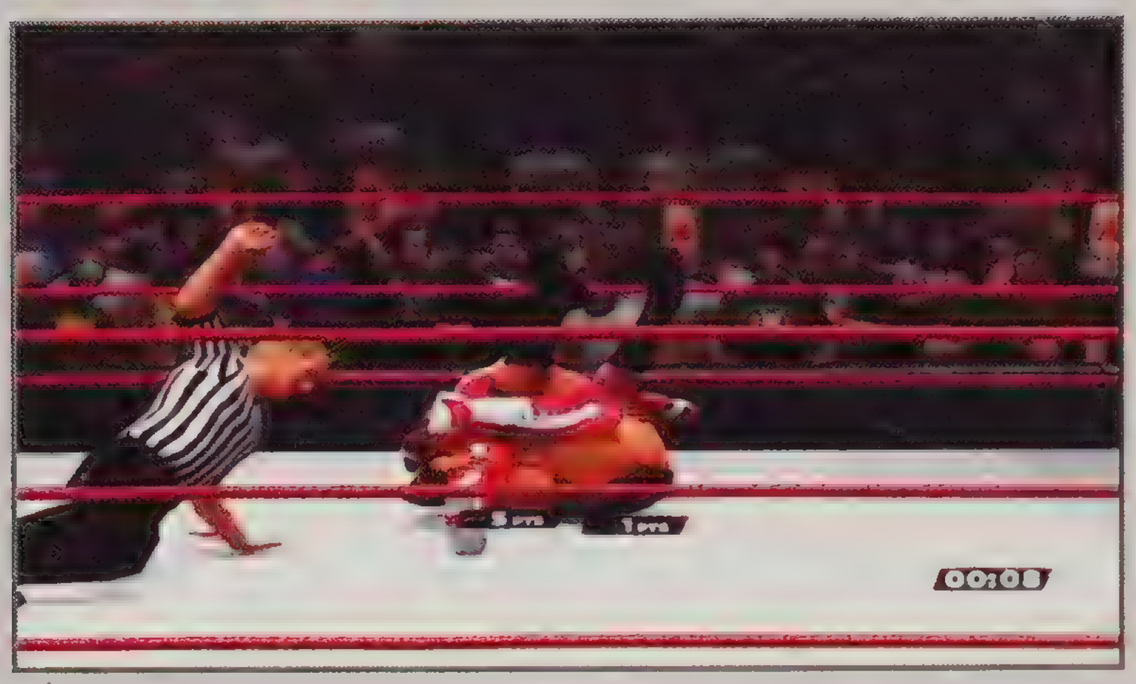
Climb back up and slam them onto the Cell roof a couple times until they break through it and fall.

INFERNO MATCH

There is only one way to win the Inferno Match: damage your opponent to the point where they stay down, and then press the Irish whip button to roll them into the flames. This will trigger a mini-game. The attacking Superstar will have to stop a slider in the red area, while the defensive Superstar must mash the face buttons to shrink the red area until it disappears.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Roll opponent	B	●

IRON MAN

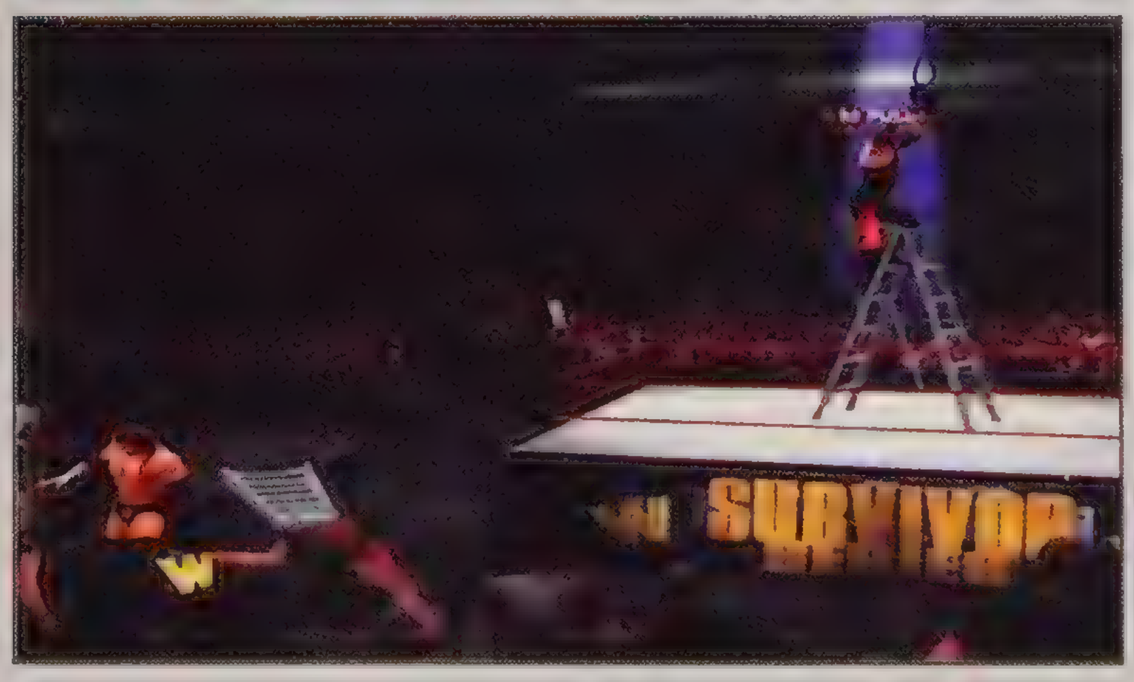


This is a 15-minute match that keeps track of the number of countouts, in-ring pinfalls, and submissions each Superstar tallies. Once the time expires, the highest score wins. There are no disqualifications, and there are a bevy of objects under the ring to choose from. 10-count countouts will score a point, and a rope break will cancel a pin or submission attempt.

NOTE

After a successful submission, the affected body part recovers to normal or light damage. When you score a pinfall, a critically damaged head will recover to light damage.

LADDER MATCH



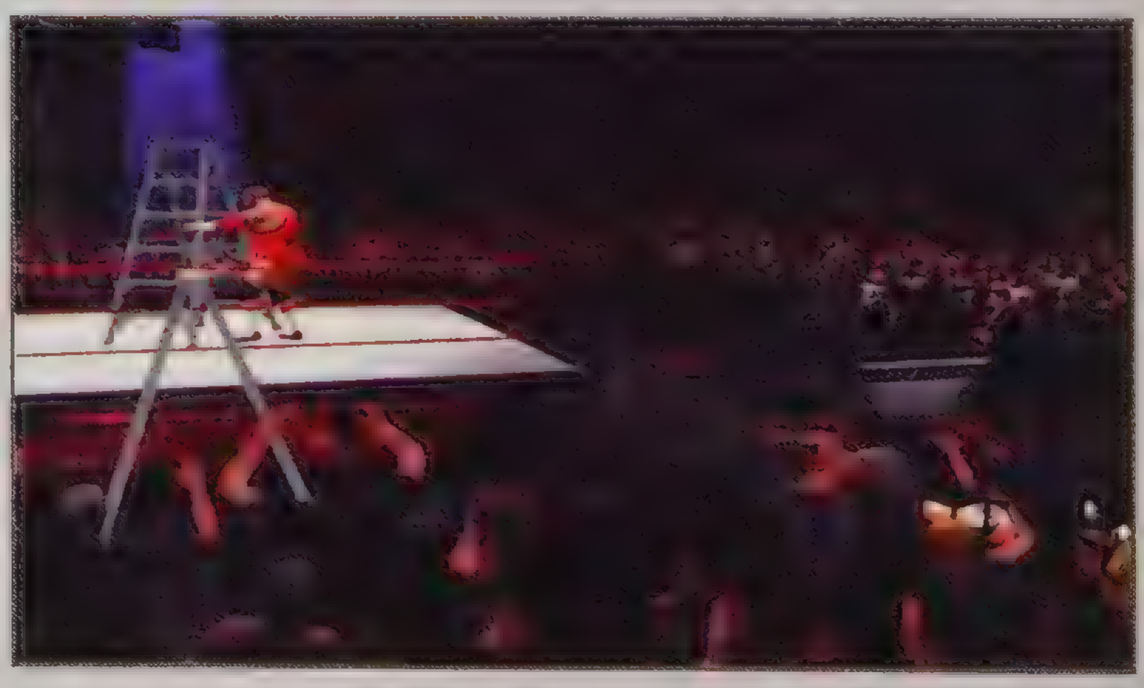
In the ladder match, the goal is to bring a ladder to the center of the ring under the spotlight. Climb it and grab the prize above to win. Sometimes the prize is a championship, but often it's a briefcase of cash. There are no pins, submissions for victories, disqualifications, or countouts. The key to winning a Ladder Match is to damage your opponent so much that they can't pull you off the ladder when you're reaching for the prize. There are chairs under the apron if you want to do some serious damage to your opponent. Hit them with the ladder, too. (Might as well, as long as you've got it in your hands, right?)

TIP

After you've scored some damage on your opponent, build up enough momentum for the Finisher. Set up the ladder. Hammer throw your opponent ringside, Irish whip your opponent into the corner crowd barrier and use the OMG! Moment to rock your opponent big time. Re-enter the ring and climb the ladder in peace to grab your prize.

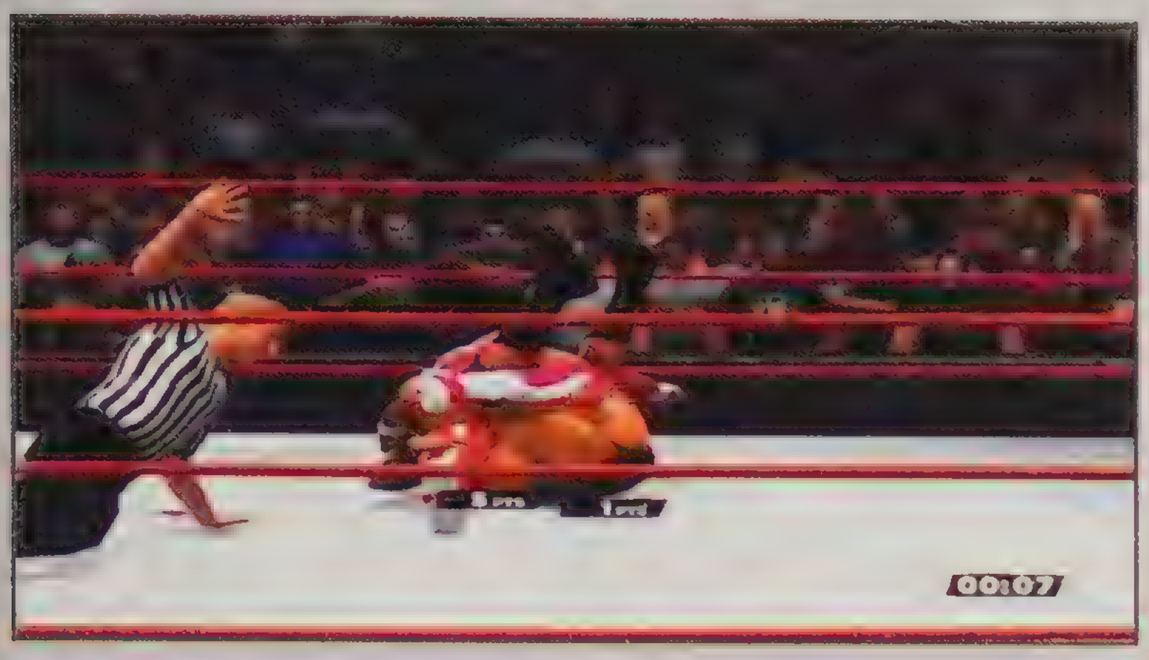
ACTION/MOVE	XBOX 360	PLAYSTATION 3
Grab ladder	LB	L1
Drop ladder	B	●
Strike with ladder	X	■
Set up ladder	LB	L1
Move upright ladder	From side of ladder, hold LB + L	From side of ladder hold L1 + L
Climb ladder	LB	L1
Reach up	A	A
Grab prize	A	A
Pull opponent off ladder	A	✕
Descend ladder	B	●
Up to top step	LB while on ladder	L1 while on ladder
Dive attacks from ladder	X	■
Down from top step	LB on top step	L1 on top step
Wedge ladder in corner	In corner, L to corner + B	In corner, L to corner + ●
Lean ladder against environment	From close, L toward + B	From close, L toward + ●

TLC MATCH



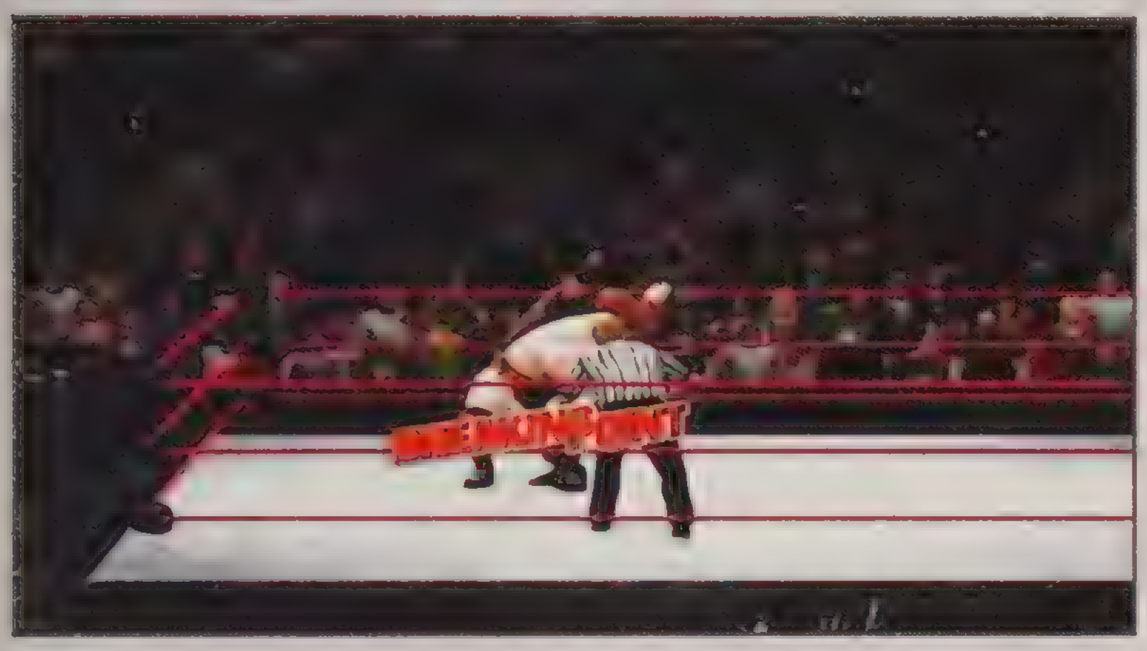
A *TLC* Match is similar to a Ladder Match, except that there are tables and chairs thrown into the mix. Wedge tables into corners and Irish whip your opponent into them to score damage and give you time to climb up the ladder.

LAST MAN STANDING



In a Last Man Standing Match, it's all about sending your opponent to the mat for a 10-count—no pins or submissions, just a K.O. Grab objects from underneath the ring and go to work on your opponent. If you go down, the referee will start counting to 10 and you'll have to play the pinfall mini-game for the duration of the count.

SUBMISSION MATCH



Only submissions are good here; no countouts and no pins. You can get disqualified if you try to soften up an opponent with an object. Use the limb targeting system to attack your opponent's arms and legs, and then finish with a submission when the opponent has moderate or critical damage to the body part affected by the submission.

TABLE MATCH

A Table Match requires that you put your weakened opponent through a table to win the match. The table can be set up, leaning or laying flat. There's no restriction where the table smashing can occur, so set it up on the ramp, ringside, or in the ring—it's all legal. The quickest and simplest way to win is to weaken your opponent, lean a table in a corner of the ring, and then Hammer Throw your opponent into it. If they are worn down enough, they'll go right through for the win.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Grab table	LB	L1
Strike with table	X	■
Set up table	LB	L1
Wedge table in corner	In corner, L to corner + B	In corner, L to corner + ●
Lean table against environment	From close, L toward + B	From close, L toward + ●

I QUIT MATCH

This match will have you press the "Ask" button when your opponent is down and you've done enough damage to them to start the mini-game. The defending player must stop the cursor in the red area to survive (similar to a pinfall attempt). If you apply a submission hold, the mini-game will trigger (a very cool way to do it). The offensive player can taunt during the mini-game to cause the meter to shake, making it more difficult for the defender to stop the cursor in the red.

TIP

Stored Finishers act as automatic mini-game wins. Keep a Finisher handy to use as a "Get Out of the I-Quit-Match-Mini-Game Free" card.

ACTION/MOVE	XBOX 360	PLAYSTATION 3
Ask opponent	B	●

TAG TEAM

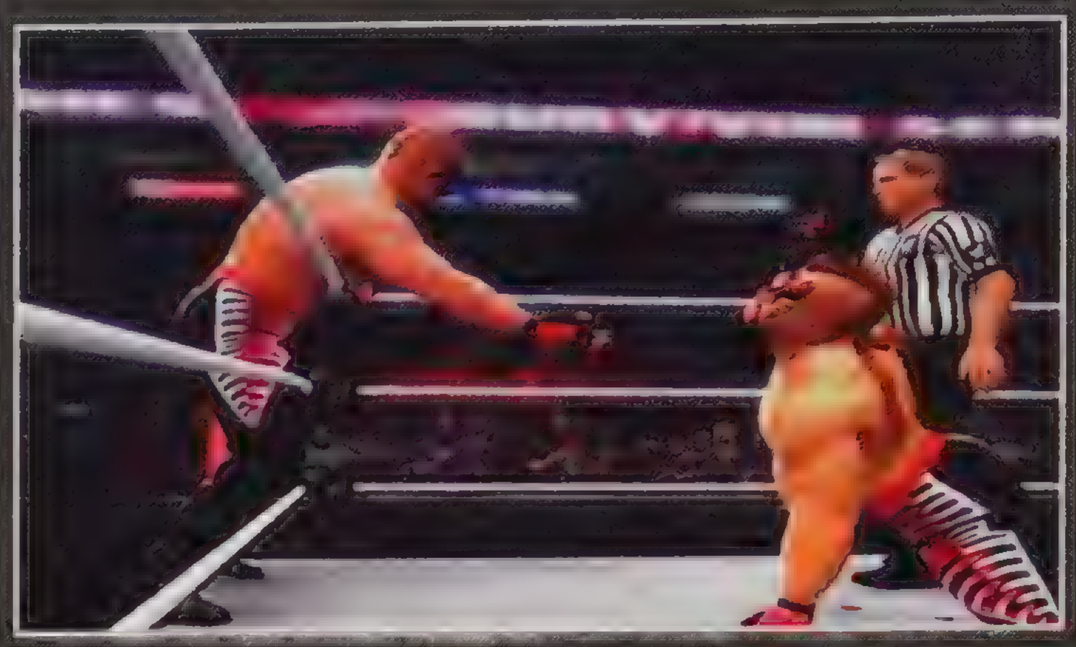
In the "Attitude Era", WWE Universe, and other play modes, you can team up with other Superstars and control them as Tag Team partners. There are some basic controls that exist for these scenarios, both for tagging in your partner and for teaming up with your partner in a two-on-one situation within the match. Involving your partner from the apron can be a very successful strategy that allows you to quickly take control of the match. Prior to the start of an 1P match, you can choose to control partners or not. If you choose not to, or if you're playing a 2P game, you can play from the apron if you tag out.

NOTE

You can also play a 3 vs. 3 Tag Team Match. From the main menu, go to "6-Man" and select "Normal Tag".

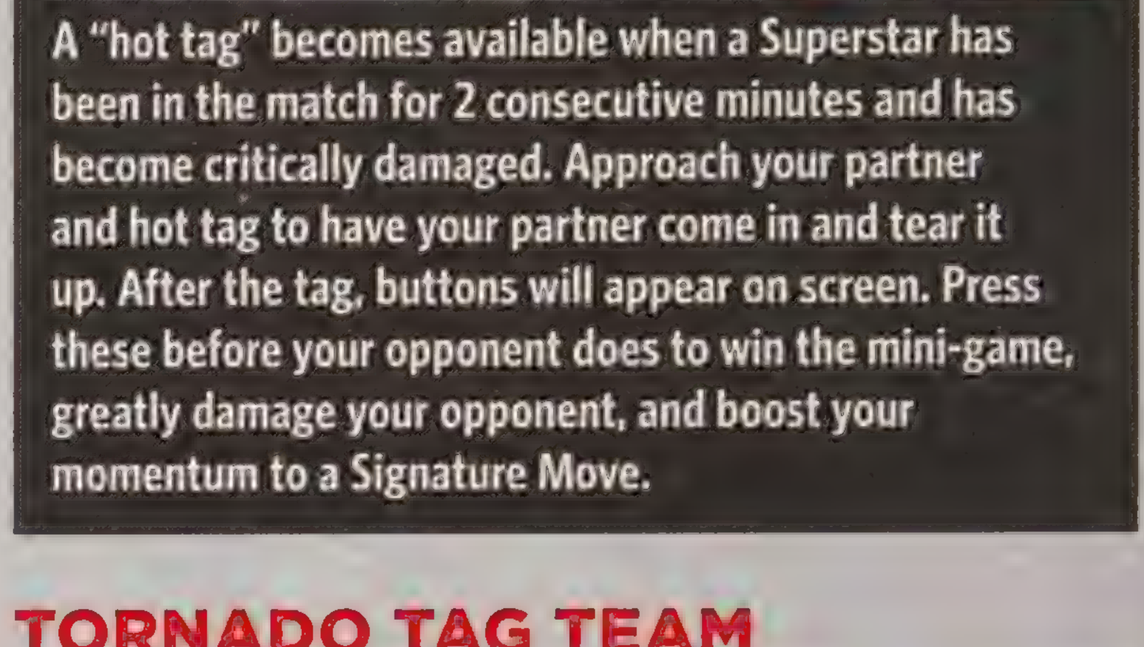
ACTION/MOVE	XBOX 360	PLAYSTATION 3
Tag in partner	LB near partner	L1 near partner
Tag in partner (multiple)	near partner, L to partner + LB	near partner, L to partner + L1
Hot tag	RB + Y	R1 + ▲
Double team grapples	Irish whip to team corner + A	Irish whip to team corner + ✕
Double team Finisher	With stored "F", Irish whip to team corner + Y	With stored "F", Irish whip to team corner + ▲
Strike from apron	X	■
Grab opponent or referee	A	✕
Force tag in	Near partner, A	Near partner, ✕
Request tag	LB	L1
Pull down top rope on an Irish whip	B	●
Switch partner control	BACK	SELECT

HOT TAG MINI-GAME



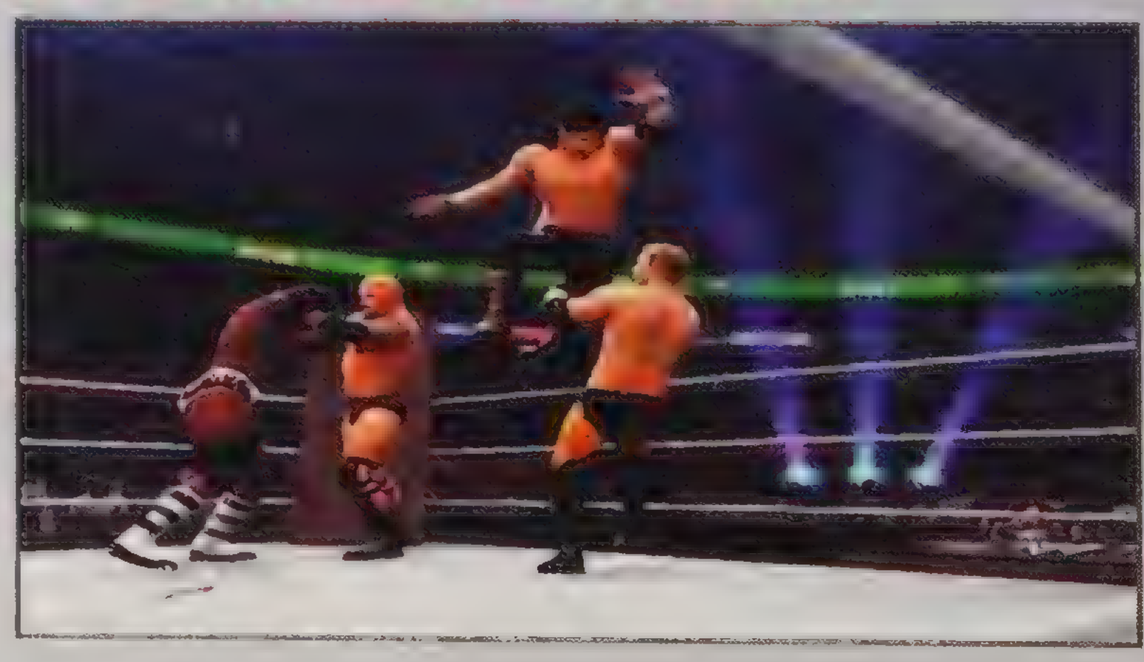
A "hot tag" becomes available when a Superstar has been in the match for 2 consecutive minutes and has become critically damaged. Approach your partner and hot tag to have your partner come in and tear it up. After the tag, buttons will appear on screen. Press these before your opponent does to win the mini-game, greatly damage your opponent, and boost your momentum to a Signature Move.

TORNADO TAG TEAM



This type of Tag Team Match has both teams in the ring, battling it out two-on-two at the same time. Other rules can be in effect as well. For example, if it is a Steel Cage Match or *TLC Match*, those rules also apply. The first to defeat one of the Superstars on the opposing tag team is the winner.

ELIMINATION TAG TEAM



In this Tag Team format, all members of an opposing team must be eliminated by whatever rules are selected in a given match. If it's a Table Match, for instance, you have to put each member of the opposing team through a table. If it's a Normal Match, all of the Normal Match rules apply. Work your way through an entire team to secure a victory.

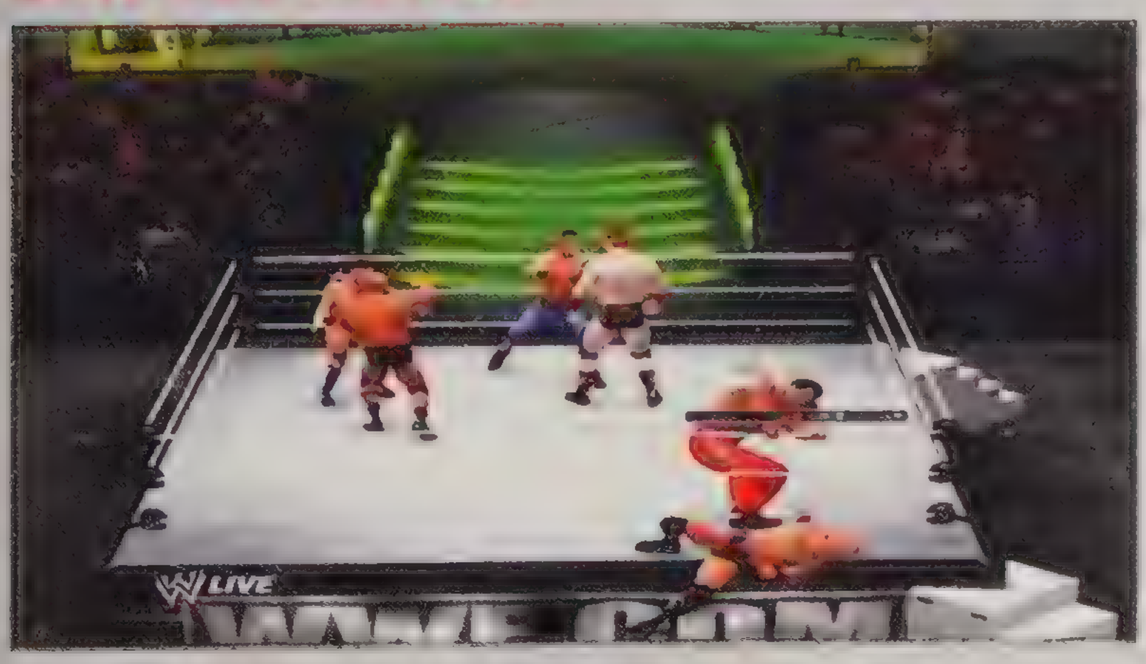
MIXED GENDER TAG

Rule #1: Superstars cannot hit Divas. It's an automatic disqualification. You can't even assist from the apron with a grab! However, Divas can hit Superstars, so wail away. All other rules of Tag Team Matches apply.

TRIPLE THREAT

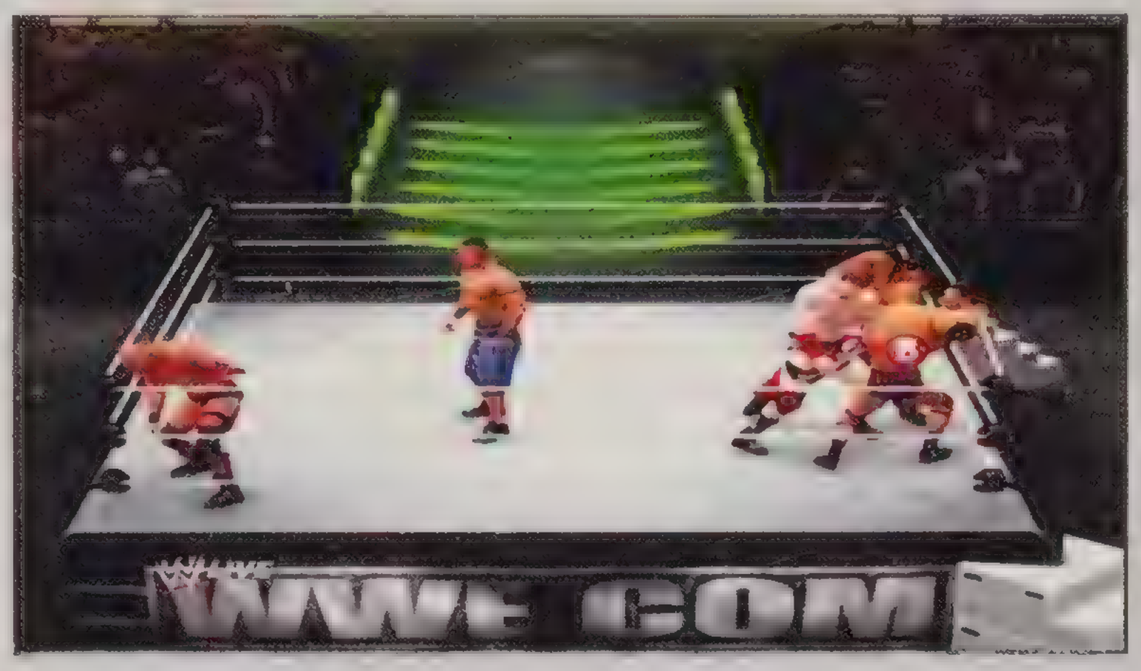
This is a three-man battle with every man for himself. Whatever rules are in place beyond that (Ladder, Table, etc.) apply just as they would in a one-on-one match.

BATTLE ROYAL



In this format, you are aiming to be the last one left in the ring after everyone else has been tossed over the top rope. Make your opponent groggy against the ropes or in the corner, and then press grapple to start a mini-game.

A button will appear on-screen, and the first one to press it gains the advantage. If the groggy Superstar wins, he fights his way back into the match. If the attacking Superstar wins, he dumps his opponent over the top rope.



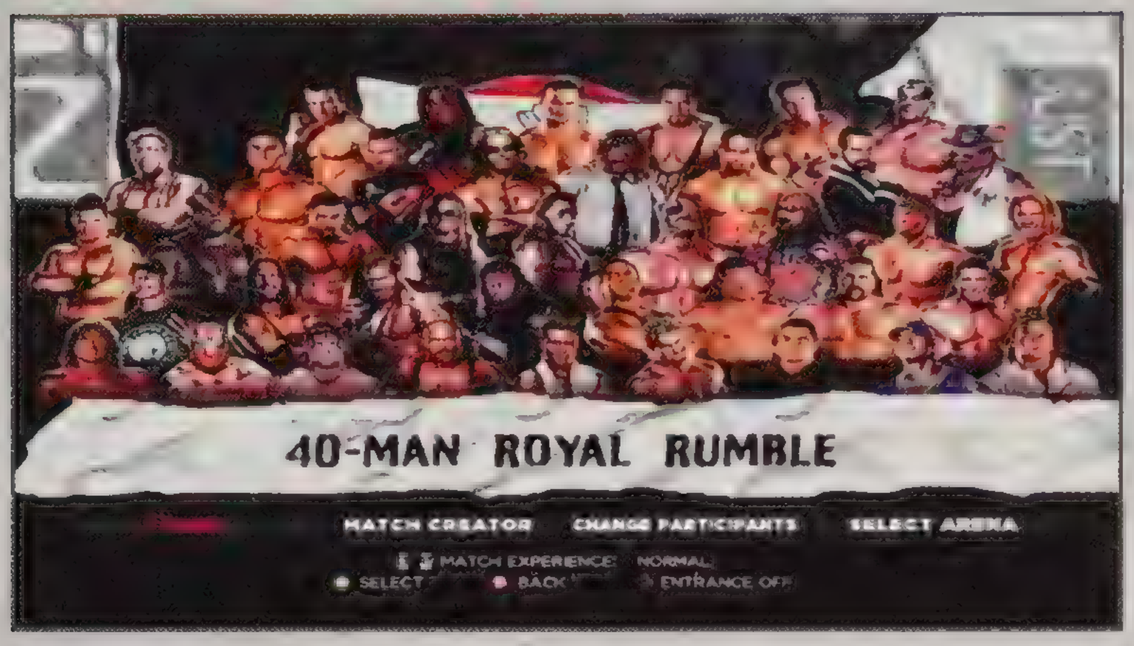
You can double-team these events, too. Just press grapple to join in on a mini-game.

There's a bottom rope mini-game, too, for opponents who are down on the apron. Press grapple to activate the game. If you're the attacker, press grapple when the slider is in the red. The red area will grow and fill the bar; if that happens, you've won. If you're defending, mash the face buttons to shrink the red area until it disappears.

TIP

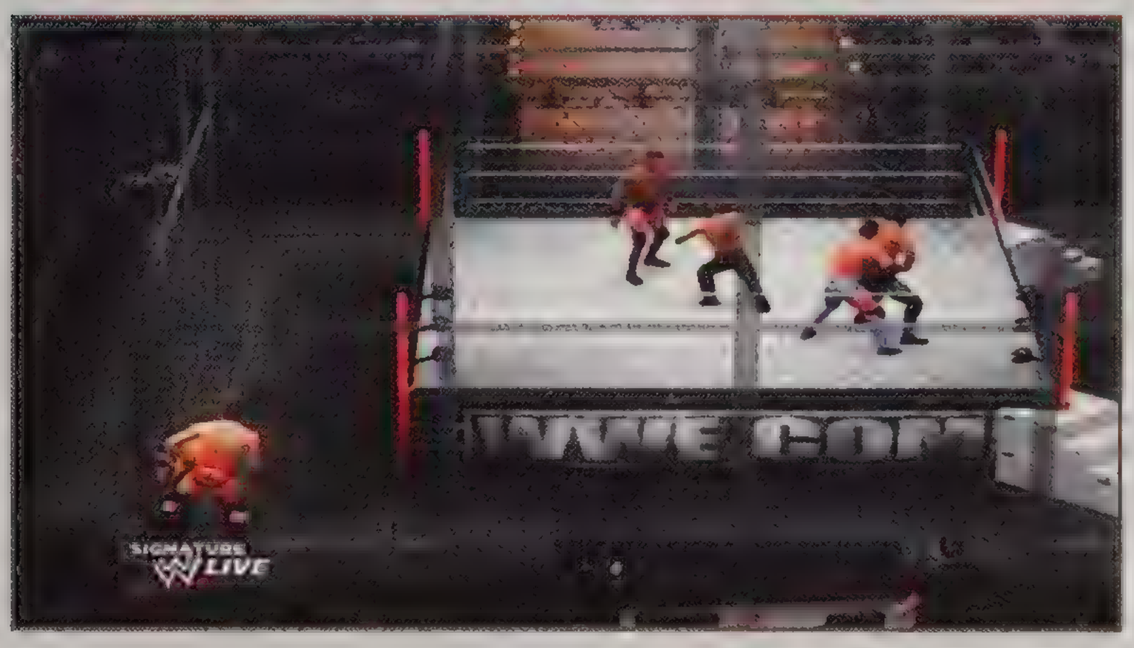
Don't use Finishers; store them! A stored Finisher can be used as an automatic defense when someone puts you up against the ropes. Press LB or L1 when this happens to use your stored Finisher and escape.

ROYAL RUMBLE



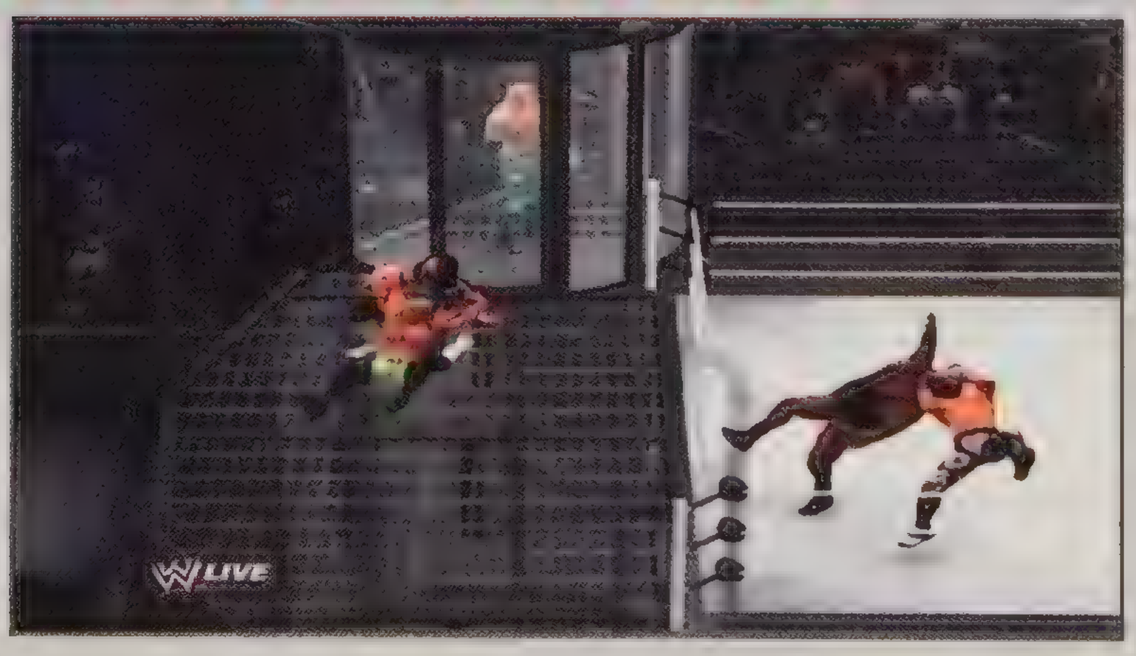
The *Royal Rumble* is simply a Battle Royal with the options for 10, 20, 30, or 40 Superstars to battle it out for top-rope elimination. The match starts with the first two Superstars in the ring. A new Superstar will be introduced every minute and will enter the ring fresh.

ARMAGEDDON HELL IN A CELL

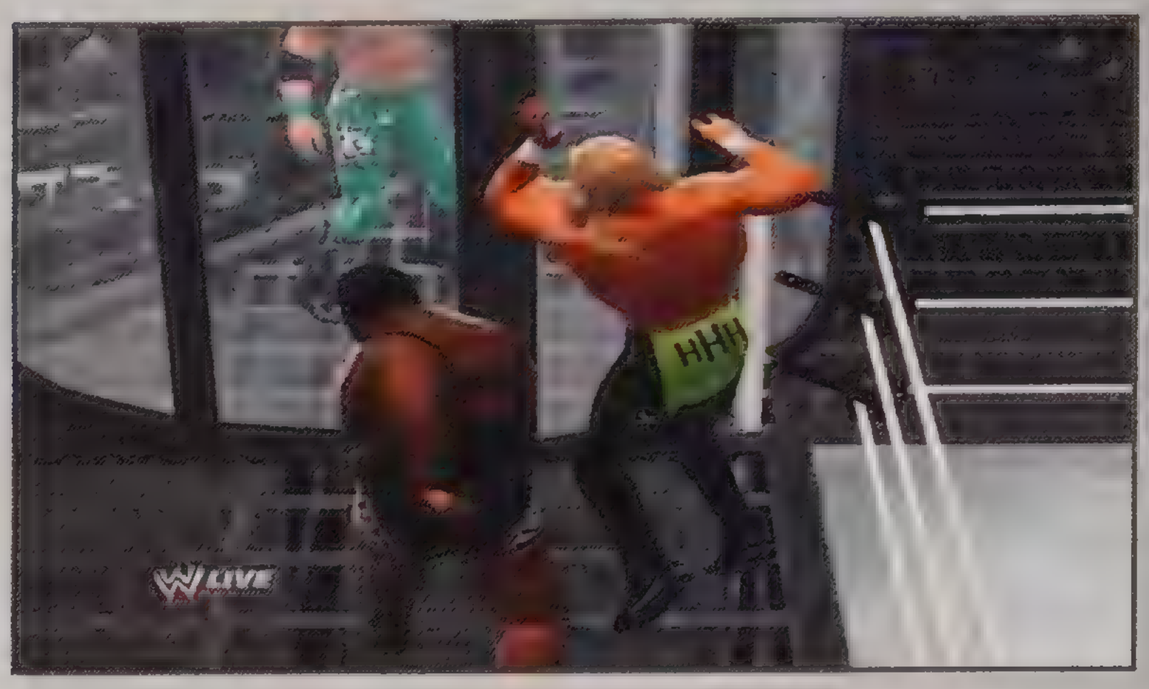


The first person to pin or submit someone in this 6-man *Hell in a Cell* wins the match. All the other rules for *Hell in a Cell* apply.

ELIMINATION CHAMBER



This is a 6-man match. Two Superstars start off in the ring, and one more is released from a pod outside the corners of the ring each minute. Pins and submissions eliminate Superstars, and the last one left in the ring is the winner.



Irish whip opponents into the pods and the surrounding cage to score vicious damage and weaken them quickly. Often, being outside of the ring allows you to go one-on-one with an opponent with less fear of an attack from your rear. If there are three of you, team up on the odd man out to make the elimination happen more quickly.

GAUNTLET

A Gauntlet Match is a one-on-three Normal Match that has one Superstar working through an elimination of all three to win—essentially, it's three one-on-one matches with no rest between them. You'll battle each opponent one-on-one, but you'll be facing fresh Superstars after eliminating them.

SPECIAL REFEREE

In a Special Referee Match, you can play either as one of the competing Superstars or as the referee. As the referee, you can taunt to build momentum and rock Superstars with Finishers. If you intervene in the match, your momentum will drop. If your momentum drops all the way, you will be replaced with the actual referee.

If you get hit by a competing Superstar, you have the option to disqualify them from the match.

CHAMPIONSHIP SCRAMBLE

Put your championship on the line! This is a five-minute, five-man match where every in-ring pin or submission that occurs wins the championship. When a Superstar scores a pin or submission, they become the champion. If another pin or submission occurs, *that* Superstar becomes the new champion. Since all of the AI Superstars run around breaking up pins and submission attempts, a good strategy is to work on their bodies with the Limb Targeting System, and then try a submission in a corner. This can be a very interesting scramble against human opponents!

BACKSTAGE BRAWL

Fighting in the locker room area is nothing new to fans of last year's *WWE '12*. This year, the environment is even more interactive, and you can work up to a Finisher that changes environmental grapple animations and results in a K.O.

Toss your opponent through the window with a Finisher.

Or, finish them off with a K.O against the soda machine.

KING OF THE RING

This tournament mode allows the user to create a bracket and choose all of the Superstars and types of matches involved. Play all of the matches, or work your way through the brackets as one Superstar and simulate the rest—it's your choice. Tournaments can host 4-16 Superstars.

FLOW OF THE MATCH: STRATEGY

Numbers aside, getting familiar with what a match looks and feels like is key, so there is no substitute for experience in the ring. It's important to know your Superstar's strengths and weaknesses, so take a look at the attributes and abilities detailed below. Know your Superstar's move-set, learn how to use all of the tools and objects at your disposal, and get familiar with the different methods of winning. Most importantly, there are a few key events that you'll come across in the flow a match, and you'll have to be able to recognize and react to those in order to become a dominant player.

REVERSALS

Understanding and getting a solid feel for reversal timing is crucial. Even if you take control early against the AI or a human opponent, there are built-in ways for characters to escape and gain some level of advantage over an opponent. To combat the out-and-out "perfect" whippings that have plagued beginning players in fighting games over the years, the WWE franchise has incorporated some fairly straightforward abilities like "Comeback" and "Ring Escape" to help level the playing field. Those are handy, but this section of the guide will address improving your skills as a gamer rather than using escape abilities. Get a solid grasp on reversals and you can own your opponent.

Reversals are a key component to winning in the ring. Many factors come into play for a successful reversal: a Superstar's attributes, how much damage has been taken, the game difficulty settings, and (of course) your ability to press the button in the correct timeframe. Performing a successful reversal requires you, the player, to press the reversal button while the reversal timeframe is open. When your opponent strikes at you or attempts a grapple or Irish whip, you will have a certain amount of time to reverse the attack. The maximum time for a fresh, unhurt Superstar with a strong defense attribute is roughly a quarter of a second. As the match clock wears on and your Superstar takes damage, the time allowed for successful reversals gets shorter. Regardless of damage, there is always at least a slight opportunity to reverse an attack; the reversal timeframe never slams shut all the way.

TIP

The key to improving your percentage of successful reversals is to practice "seeing" an opponent's attack—sensing, seeing, or predicting the moment *before* the reversal icon shows up above the Superstar's head. Pressing the button *as* the reversal icon appears gives you the best chance for a successful reversal. For starters, select a Superstar with great defense attributes like Rey Mysterio or CM Punk and run through a couple of matches, letting your opponent initiate so that you can practice timing your reversals.

Some reversals tend to be easier to execute than others. Often, it is easier for human players to visually anticipate a strike or a kick from an approaching AI. Executing a reversal in other situations, such as a chain grapple from a hold, tends to be more dependent on "feel" and experience

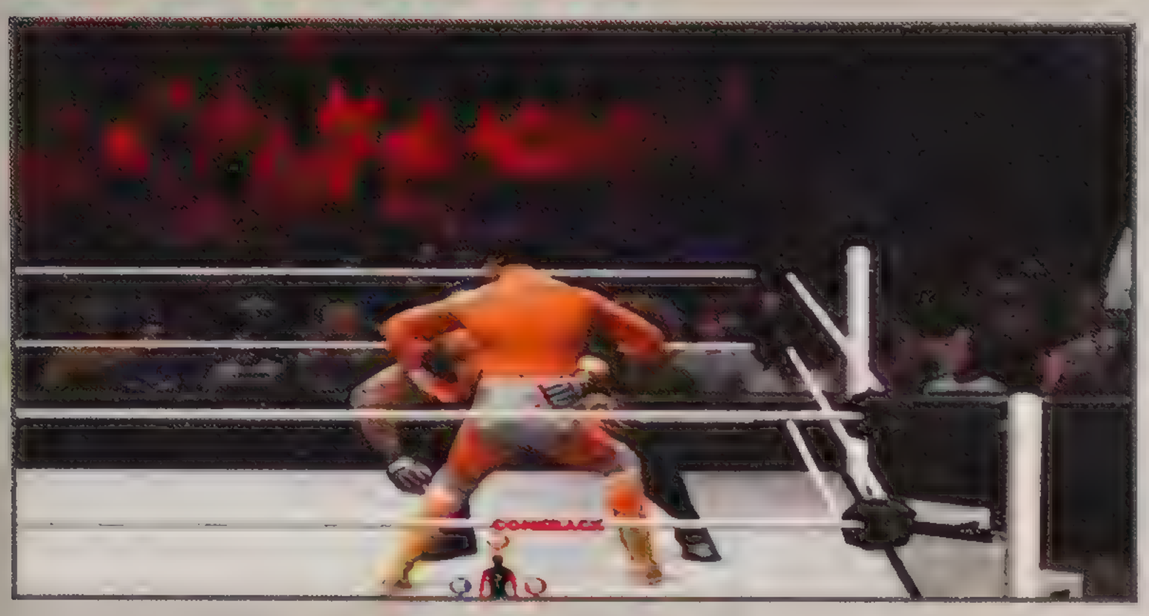
After three reversals alternate from the initial strike or grapple, the Superstars will push off and revert to a neutral state.

CHAIN GRAPPLES

Memorize the animations! When is the exact point the reversal is open? When do you have the most success keeping control and following through with a slam or strike? These are things that sound simple, but require practice and experience to learn and get used to. For holds, watch the animations and don't rely on the flash of the reversal prompt. Mix

up your approaches to keep your opponent guessing. If you notice an opponent is seeing the reversal well in the Wrist Lock, switch to a Side Headlock or try using another move.

LIMB TARGETING



Targeting your opponent's limbs is a great way to mix up attacks, open up submissions, and take away an opponent's strengths. Damage the legs to slow down quick opponents. Damage the head to keep opponents groggy.

PRESSURE

It is important to keep the pressure on your opponent. Do not lose the advantage once you have it. The following are three ways to keep the advantage.

IRISH WHIPS

When you have the advantage, you are making the opponent go on the defense and play the reversal mini-game. You want to incapacitate your opponent and make it difficult for them to reverse your attacks, so mix things up! Every attack has a different look, and the reversal window for each attack is different. Irish whips are an excellent addition to the mix. Slam them into a corner and keep the pressure on with strikes and grapples.

PICK 'EM UP

When you slam your opponent to the ground or strike them down to the mat, use the right analog stick to pick them up. Even if they start to get up, use this move to put yourself in position to continue the barrage. Flicking the stick up pulls the opponent up to face you. Flicking down pulls them up with you behind them.

RUNNING ATTACKS

Running is great both offensively and defensively; you can catch an opponent off guard and move out of striking range at the same time. Running strikes and grapples are easily reversed by experienced players, but using some of the more complex running attacks will keep a human opponent guessing while also scoring damage to specific parts. Time your attack for when an opponent stands up and hit them with a running grapple (bulldogs and float-over DDT's are common choices to inflict damage to the head) in order to take them back down to the mat and maintain control.

TAUNTS

This isn't the golf course—you're not in the ring to do the "gentlemanly" thing. You're here to win, and taunting is part of the game.

CAUTION

Taunting within the flow of the match is encouraged, but some players in 2P or online will take advantage of this and climb out of the ring to taunt incessantly, opening up Finishers. Take the fight to them: in the middle of the taunt animation, Superstars are helpless. Use Outside Dives if they're close enough, or try a running attack to sway favor back to you. Then, hit them with a combo of attacks to teach them a lesson.

One of the most useful strategies is to know your quickest taunts (~2 seconds) and press that taunt immediately after you score a knockdown or Irish whip. Check out your Superstar or Diva's taunt times on their profile page to find out which directions to press. If you can taunt and still hit them while they are down (or pick them up to keep the advantage) you can max out the momentum meter quickly.

TIP

If you're battling with a player who is good at reversing, striking them when they are down may simply give them an opportunity to reverse from the ground. Taunt to build momentum—they can't reverse that. Then, hit them with a powerful Signature Move or Finisher.

UNDERSTANDING YOUR SUPERSTAR

ATTRIBUTES

Each Superstar in the game is rated on 14 different attributes. The out-of-the-box ratings closely match their performances in the real-world ring, and some Superstars are represented in both present day and in an "Attitude Era" version of themselves (Triple H has three personas in the game!). These differences are not only reflected in the repeated instances of 1990's-era long, flowing blonde hair, but also in the different attribute ratings for each version based on their progression over time in the WWE ranks.

WWE '13 expands the attributes rated from last year's version of the game with the revived Jump and Toughness attributes.

NOTE

Each attribute has very little to do with any other attribute. Strike Power affects *landed* strikes, and Strike Defense affects *reversal success* but not hit points. The only contradiction to this is Submission vs. Toughness—during a submission attempt, the offensive player's Submission rating is up against the defensive player's Toughness rating, plus the amount of damage taken to that part of the body.

STRIKE POWER: Strike Power determines the level of damage caused by strike attacks. The higher the rating, the more damaging your landed strikes will be.

GRAPPLE POWER: Grapple Power determines the level of damage caused by grapple attacks. The higher the rating, the more damaging your grapples will be.

SUBMISSION: Submission determines the level of damage caused by the offensive application of Breaking Point Submission moves. When tested, the higher-rated Submission artists started their submission attempts with more red in the "Breaking Point" submission meter than lower-rated Superstars did.

STRIKE DEFENSE: Strike Defense determines the level of difficulty for reversing strike attacks. The higher the rating, the easier it is for you to reverse successfully. Some strikes (like gut kicks) are easier to detect visually, but the timeframe for reversals is based on the defending Superstar's rating.

GRAPPLE DEFENSE: Grapple Defense determines the level of difficulty for reversing grapple attacks. The higher the rating, the longer the window to press RT or R2 remains, and thus the easier it is to be awarded the reversal.

SPEED: Speed determines how quick a Superstar's movement is. Previously, we talked about using movement as a defense. Having decent speed will definitely help you.

CHARISMA: Charisma determines the amount of momentum a Superstar earns for attacking successfully and performing taunts without being interrupted—which is key. It's fine to be charismatic, but nobody likes a showboat! Getting caught in mid-taunt not only costs you the momentum for that taunt, but also swings the advantage in the other direction, putting you on defense.

ADRENALINE: Adrenaline determines the length of time that a Superstar can run without interruption. The higher the rating, the longer the Superstar can run. If they get tired, they'll slow to a walk. When this happens, they and won't be able to perform running grapples or run to slide into the ring quickly.

RECOVERY: Recovery determines the speed in which a Superstar can recover from an incapacitated state (grounded, groggy). The higher the rating, the quicker the recovery time.

DURABILITY: The Durability attribute affects a Superstar's total hit points. The higher the rating, the higher the hit points. See the "Superstars" chapter for more on this.

AGILITY: Agility determines the Superstar's range for performing dive attacks off of the turnbuckle, as well as the speed in which the Superstar is able to mount the turnbuckle. The higher the rating, the more distance they can cover and the faster they can mount the turnbuckle.

TAG TEAM: Tag Team determines the level of damage caused by double team grapple moves. The higher the rating, the more damaging your double team moves will be.

JUMP: The Jump attribute affects the range of diving and springboard attacks. Superstars with a high jump attribute can hit opponents that are far away.

TOUGHNESS: Toughness determines the level of difficulty for participating in *Royal Rumble* mini-games and escaping from Breaking Point Submission moves. The higher the rating, the less likely you are to be eliminated from the Rumble or be submitted.

ABILITIES

DIRTY PIN: Pin your opponent when they are grounded near the ropes, and then add leverage to your pin attempt by placing your feet on the ropes.

MOVE THIEF: Steal your opponent's Finisher and use it against them. When your opponent is grounded, hold RB or R1 and press up on the D-pad to enter the Move Thief state. A stored Finisher is required.

HAMMER THROW: A powerful variation of the Irish whip. Hold down the Irish whip button to increase the power of the whip into a Hammer Throw.

RESILIENCY: Increase the size of the target zone during a pin attempt once per match. When you're being pinned, press LB or L1.

COMEBACK: Perform a dramatic comeback after getting injured. Comebacks cannot be used if you have a Signature Move or Finisher stored. Press the Finisher button when prompted and follow the button-press mini-game prompts. If you are successful, you are rewarded with a Signature Move.

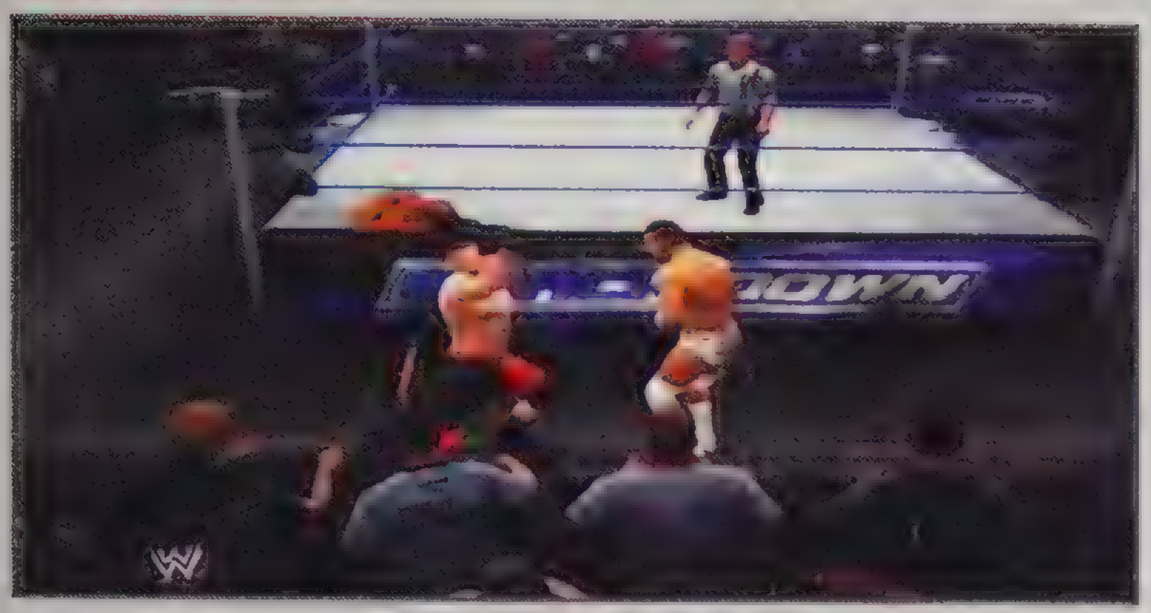
OUTSIDE DIVES: Perform dive attacks against an opponent outside the ring. Move the left analog stick in the direction of the opponent and press strike. You can also run into the dive.

SPRINGBOARD DIVES: Spring off of the ropes to perform an aerial dive attack. Move the left analog stick toward the ropes and press strike. You can also run toward the ropes to initiate the dive.

LEVERAGE PIN: Reverse groggy grapples, running attacks, and Irish whip rebound attacks into powerful leverage pins. When your opponent has sustained heavy damage, reverse certain attacks by pressing RT or R2 or move the right analog stick when close to the standing groggy opponent to perform a leverage pin.

RING ESCAPE: Press LB or L1 when grounded near the ropes and prompted. You can use this method to escape to ringside up to three times per match.

OBJECTS



Interacting with the environment in some capacity is not only allowed in every match type, but can also be a good strategy when dealing damage to your opponent. Even in a match with disqualifications and countouts, you can still slam your opponent into legal ringside objects to hack away at their HP. Make sure you understand the rules of the match (refer to the previous chapter) and take full advantage of what is allowed.

THE TURNBUCKLE PAD

Removing the turnbuckle pad is an easy way to add damage to a whip into the corner. Your opponent will writhe in pain! Point the left analog stick at the turnbuckle and press the Irish whip button to remove it.

RINGSIDE GROUND

Slamming your opponent into the concrete not only makes an incredible crunching sound, it increases the level of damage you inflict. Sling your opponent out of the ring and put together a few moves off the mat before you're counted out.

STEPS: The steps are a multipurpose item! While they are in place, you can slam or Irish whip your opponent into the steel steps at some corners of the ring. After they are broken loose from the ring, you can pick up the steps like any other object.

CAUTION

You can slam your opponent into the steps, but don't pick up the steps if disqualifications are on! You'll be disqualified if you pick up the steps and strike with them.

CORNER POST: After you break the steps loose, the corner post becomes exposed. Irish Whip your opponent into the post and he'll slump over, leaning on it groggily. Press the grapple button to slam his head into the post.

CROWD BARRIER: Irish whip your opponent into the fence to do damage and take control. Strike or grapple to unload a knockdown blow or dump them over the top. Sometimes you can also perform an OMG! Moment.

ANNOUNCER TABLE: The announcer table is another "legal" object when disqualifications are on, so blasting your opponent through the table is always a viable option. Plus, destroying the table makes Jerry Lawler and Jim Ross stand up for the rest of the match, which is a satisfying extra bonus.

TIP

Some moves in your move-set will be labeled with "D-Throw". These are directional throws that you can control with the left analog stick. Initiate a D-Throw near the announcer table and you can toss your competition into the table.

UNDER THE RING

In many different match types you'll be able to legally reach under the ring and pull out objects. There are a bunch of items to choose from, and they can be used in many different ways.

CANE: This is a great object that scores a quick hit. You'll knock your opponent down to the mat.

LADDER: Ladders can be used to strike with, are great to slam opponents into, and can serve as takeoff points for dive attacks.

TABLE: Using tables allows you to strike your opponent from afar. You can also lean tables up in corners and slam opponents through them with powerful Irish whips. Try setting up a table and laying a groggy opponent down on it for a spectacular dive attack finish.

TRASH CAN: Slam your opponent into the trash can with a D-Throw, or pick the trash can up and strike with it.

CHAIR: Set up the chair in a corner and use an Irish Whip to bring your opponent over. A strike will knock them down to the mat; press grapple to thread your opponent's body through the chair and stomp it for damage.

SLEDGEHAMMER: Strikes from a sledgehammer will buckle your opponent and send them to the mat.

BROOM: It's a sweep!

OUT OF THE CROWD

Throughout the match, objects may randomly appear in the crowd. You'll be prompted with LB or L1 on your screen when you get close, and pressing the button will make your Superstar rip the object out of the spectator's hand.

GUITAR: Don't know how this guy made it in with a guitar, but okay...

RINGSIDE BELL: This thing never breaks and you can wail away on your opponent.

SODA: This is a clever animation! Your Superstar pours a soda on your opponent.

CRUTCH: Use a crutch to smash your opponent.

CHAMPIONSHIP: Grab the Championship from the fan when it shows up. In many matches it can be snatched up from the table just south of the announcer table.

WWE "ATTITUDE ERA"

INTRODUCTION

This year's story mode takes Attitude to a whole new level. Die-hard WWE fans—or at least those who have enough years under their championship belts—will love not only reliving perhaps the most important time in WWE, but also playing with historical accuracy within the "Attitude Era" mode of *WWE '13*. The new story mode intercuts spectacular footage from real-life rings of the late 1990's and has the player follow the match outcomes and work toward a series of Historical Bonus Objectives for each match. Players can move through the mode's matches by simply completing the Match Objectives shown on the match card, but for the purposes of this guide, all Historical Bonus Objectives will be met. You can find these called out in the bolded "Match Strategy" text within the breakdown of each match. Some of these will have a logical order, but they do not have to be completed sequentially.

CAUTION

Spoiler Alert! Some of the objectives show up as "Hidden Objectives" when you enter the match. This guide will cover all Hidden Objectives.

TIMELINE MENU SCREEN

When you begin, you are greeted with the 12 matches of the "Rise of D-X" and six more locked levels. There are 66 matches to battle through within the seven levels. Some of these are "Bonus Matches" that become available along the way and only have Historical Bonus Objectives to complete; these matches will not hold up your progress through the level.

1. RISE OF D-X
2. AUSTIN 3:16
3. BROTHERS OF DESTRUCTION
4. THE "PEOPLE'S CHAMP"
5. MANKIND
6. *WRESTLEMANIA*
7. OFF SCRIPT

MODE OPTIONS

After you start the mode and get into the timeline menu, you'll be able to enter the options screen. Most of this is a matter of preference, but here are the settings we recommend for your first time through the "Attitude Era" storyline:

MODE OPTIONS

OPTION	SETTING	COMMENTS
Difficulty	Normal	If you are a seasoned player, try playing on Hard or Legend.
Subtitles	Off	
Entrance	Off	There are great cinematics in this game, but we like to get right to the matches.
Adrenaline	On	Your Superstar will tire after a bit of running—we like the simulation.
Blood	On	The "Attitude Era" was all about gritty realism!
Auto Save	On	Yes, please!

TIP

You're going to play as many different Superstars throughout this walkthrough. Reference the "Superstars" chapter of this guide for detailed breakdowns of each Superstar or Diva.

RISE OF D-X

12 MATCHES

Short for D-Generation-X, this group of outlaws allied in 1997, marking the start of the "Attitude Era" and the rise of new stars in the WWE. The infamous D-X chop taunt which permeated popular culture is celebrated once again by the D-X Superstars in-game in *WWE '13*. Taunt on!

SHAWN MICHAELS VS. MANKIND

AUGUST 11, 1997

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Hit Mankind with a chair

» Win by pinfall

MATCH STRATEGY

You start off your journey through the "Attitude Era" in a Normal Match as Shawn Michaels, and you are all set to do battle with Mankind—one of Mick Foley's multiple personalities.

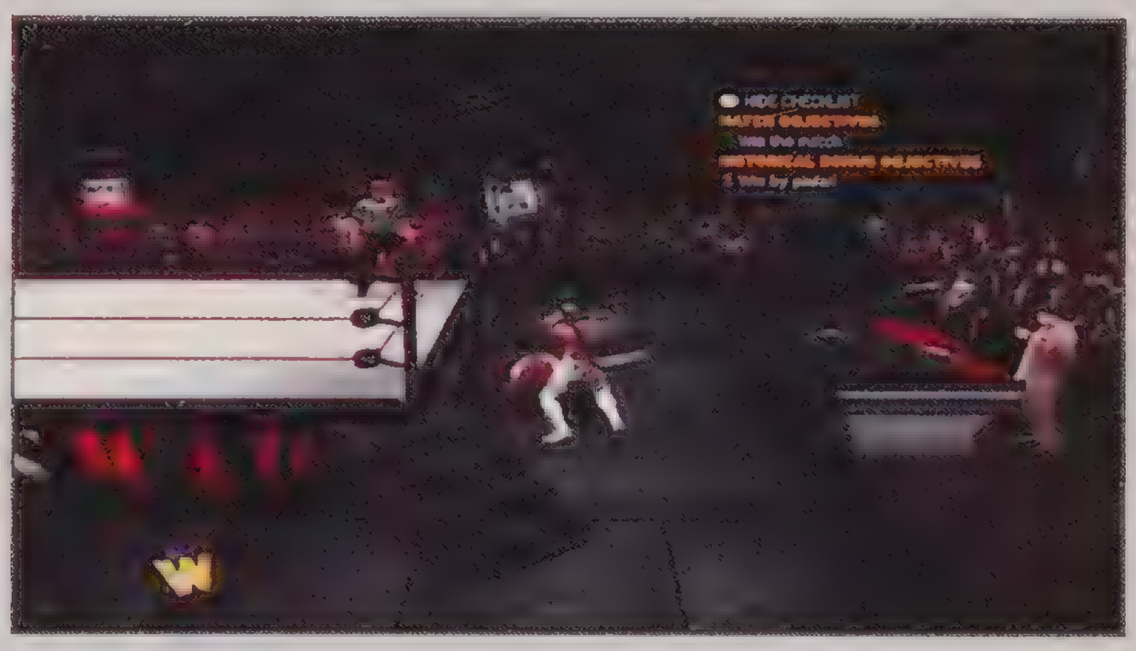
NOTE

The first couple matches serve as a bit of a tutorial for gameplay and are less complex than later matches.

Mankind is a very durable Superstar. After you gain the advantage with Shawn Michaels' speed, whip Mankind out of the ring and to the right, near the announcer table.

Objective: Hit Mankind with a chair

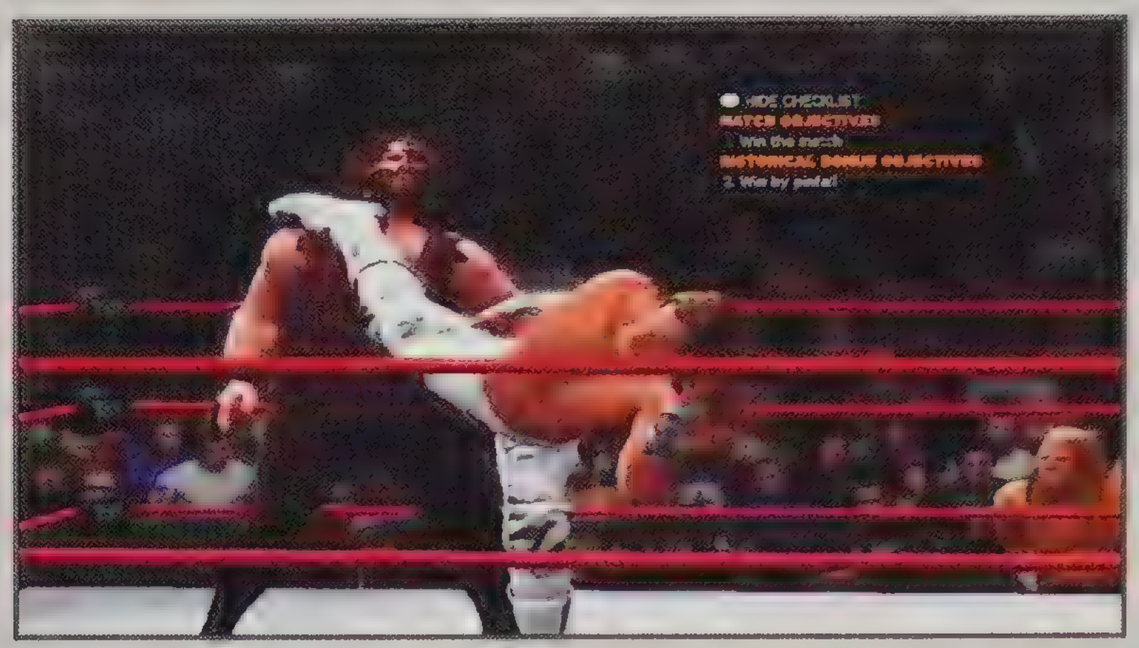
These two chairs by the announcer table will do nicely to satisfy the first Historical Bonus Objective of the "Attitude Era".



You'll notice that the objective disappears from the checklist on the top-right of the screen when you complete it. Do some damage to Mankind out of the ring here, but don't get counted out. Mix up strikes and grapples on Mankind, and keep the advantage. Taunt quickly after he drops to the mat to build momentum.

Objective: Win by pinfall

If Mankind gets counted out, you'll win the match but fail to meet the Historical Bonus Objective. Whip him back into the ring and work him over. When you do enough damage on Mankind, a young Triple H (Hunter Hearst-Helmsley) strolls down from the stage.



Use Shawn Michaels' big Finishers to damage Mankind. It may take a while—he's one tough dude.

Settle in for the pin.

MICHAELS & HELMSLEY VS. MANKIND & UNDERTAKER

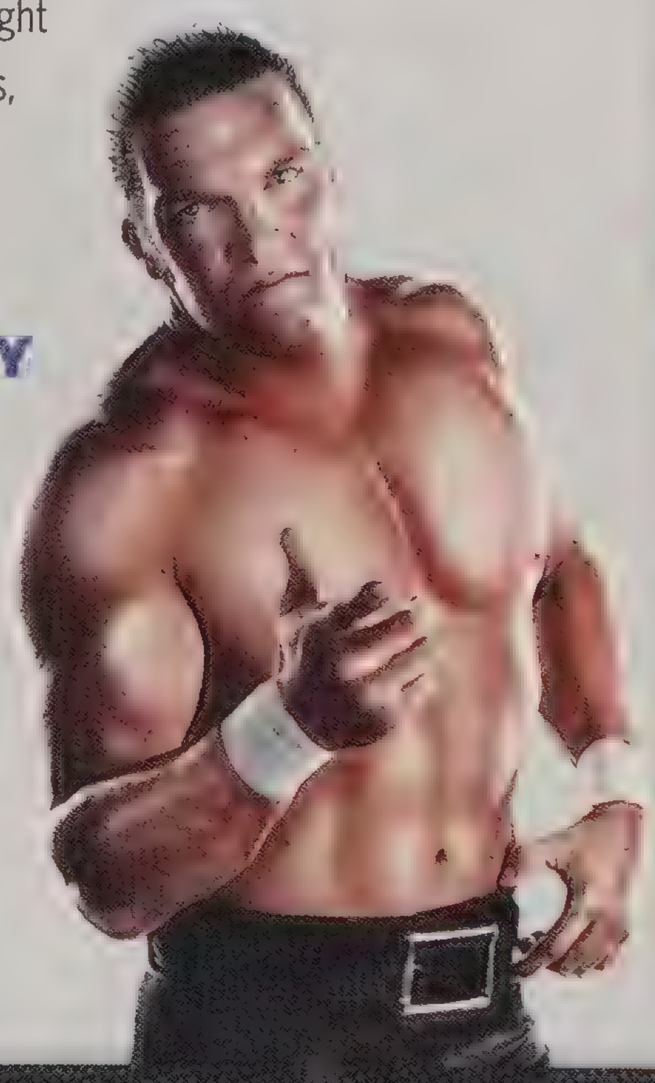
AUGUST 18, 1997

MATCH OBJECTIVES

» Complete all Historical Bonus Objectives

HISTORICAL BONUS OBJECTIVES

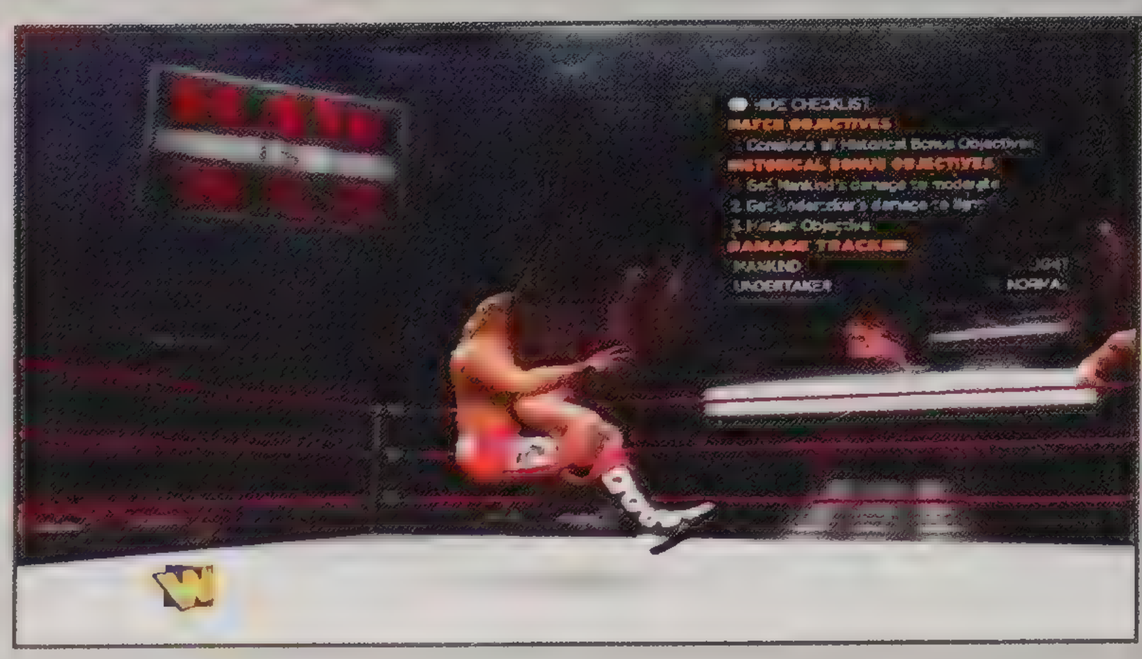
» Get Mankind's damage to moderate
» Get Undertaker's damage to light
» Hidden Objective: As Michaels, strike Undertaker (as a legal partner) with a chair to get disqualified



MATCH STRATEGY

You can start off as Hunter Hearst-Helmsley, but you'll need Shawn Michaels in the ring for the Hidden Objective, so tag him in soon.

Objective: Get Mankind's Damage to moderate



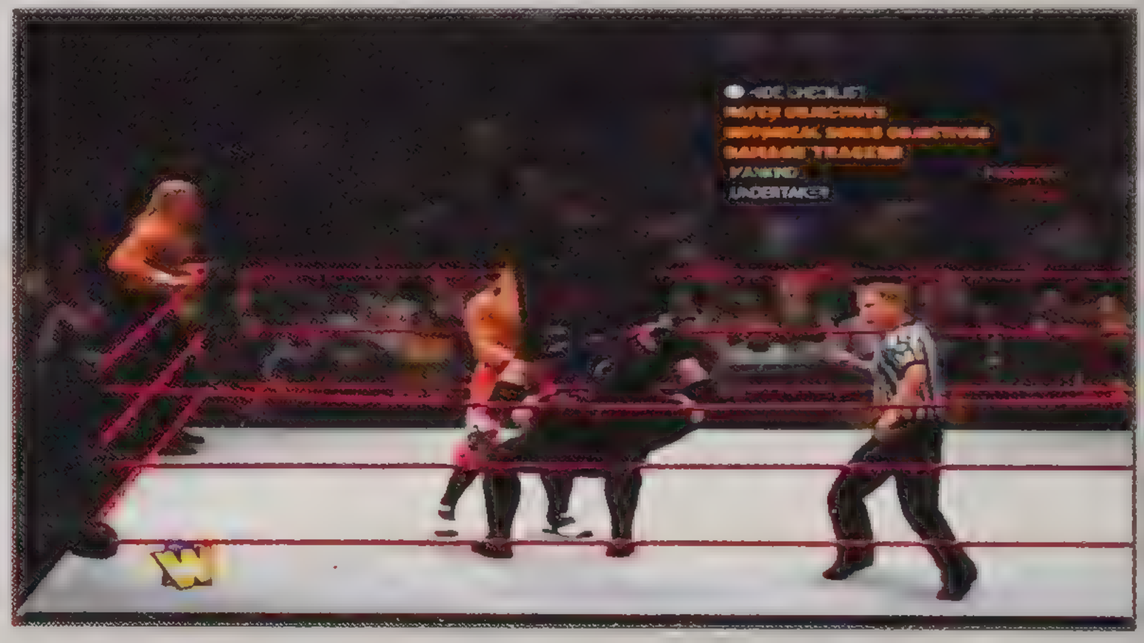
Use big grapples, and battle ringside to quickly damage your opponents. After you get Mankind's damage to moderate on the Damage Tracker, stay away from him and he'll scramble over to tag in Undertaker.

Objective: Get Undertaker's Damage to light.

Keep a Finisher stored while you're battling Mankind. When Undertaker enters the ring, blast him with it—it will still take a few more grapples and strikes to get him to light damage, but it's a good start.

Objective: As Michaels, strike Undertaker (as a legal partner) with a chair to get disqualified

Run over and grab one of the chairs by the announcer table. You can try for one under the ring, but Undertaker is a bit protective and will try and stop you. Dodge Mankind, who will come over to engage.



Run into the ring with the chair and you'll dive under the ropes in one smooth motion. Hit Undertaker over the head to get disqualified for the loss (which is your win).

HUNTER HEARST-HELMSLEY VS. DUDE LOVE

SEPTEMBER 20, 1997

MATCH OBJECTIVES

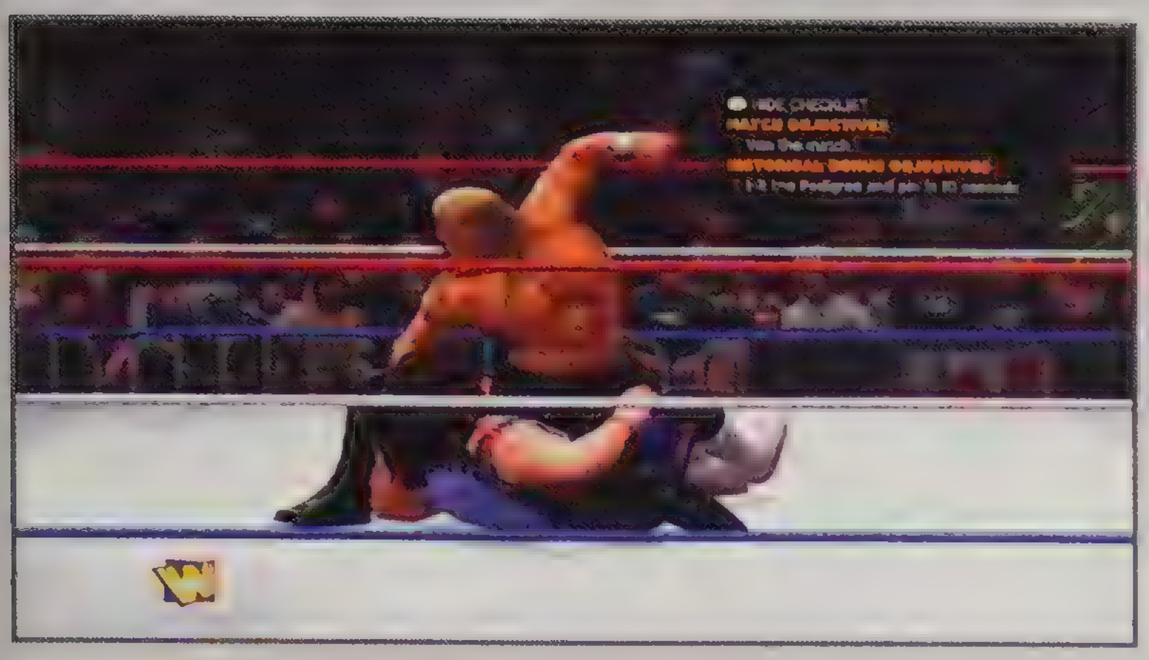
» Win the match

HISTORICAL BONUS OBJECTIVES

» Hit the Pedigree and pin in 10 seconds

MATCH STRATEGY

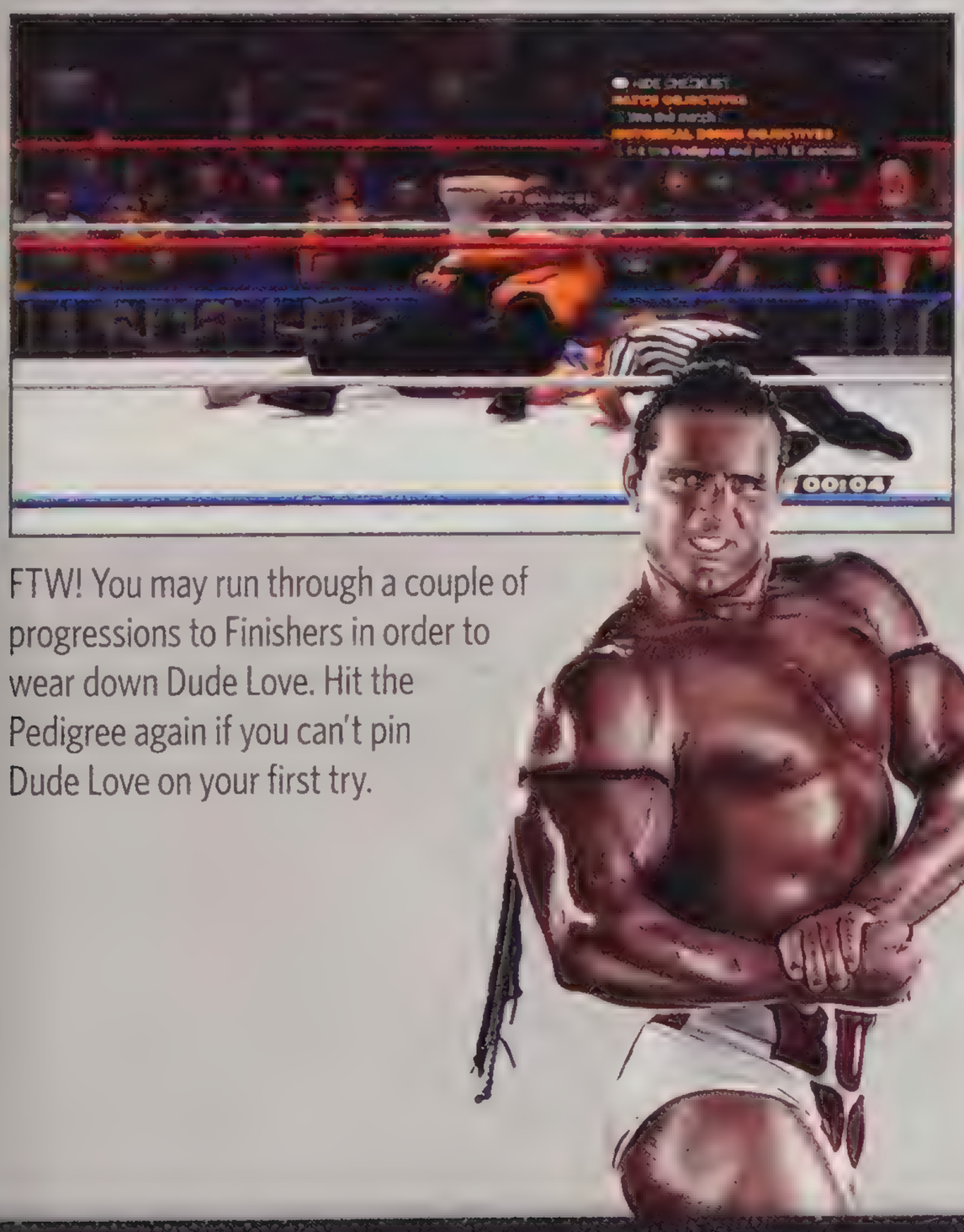
You're Helmsley in this battle against Dude Love in England.



This is a Normal Match, and you're going to have to grind it out with Dude Love. Work up to your special moves and use them. You're not penalized when you hit the Pedigree, and Dude Love kicks out of the pin attempt. Blast away at his head and body—you don't have the power that modern-day Triple H has, but Helmsley is still very good.

Objective: Hit the Pedigree and pin in 10 seconds

Here it comes! Wait for it...



FTW! You may run through a couple of progressions to Finishers in order to wear down Dude Love. Hit the Pedigree again if you can't pin Dude Love on your first try.

SHAWN MICHAELS VS. BRITISH BULLDOG

SEPTEMBER 20, 1997

MATCH OBJECTIVES

» Win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Perform a diving attack off the top rope to the outside of the ring

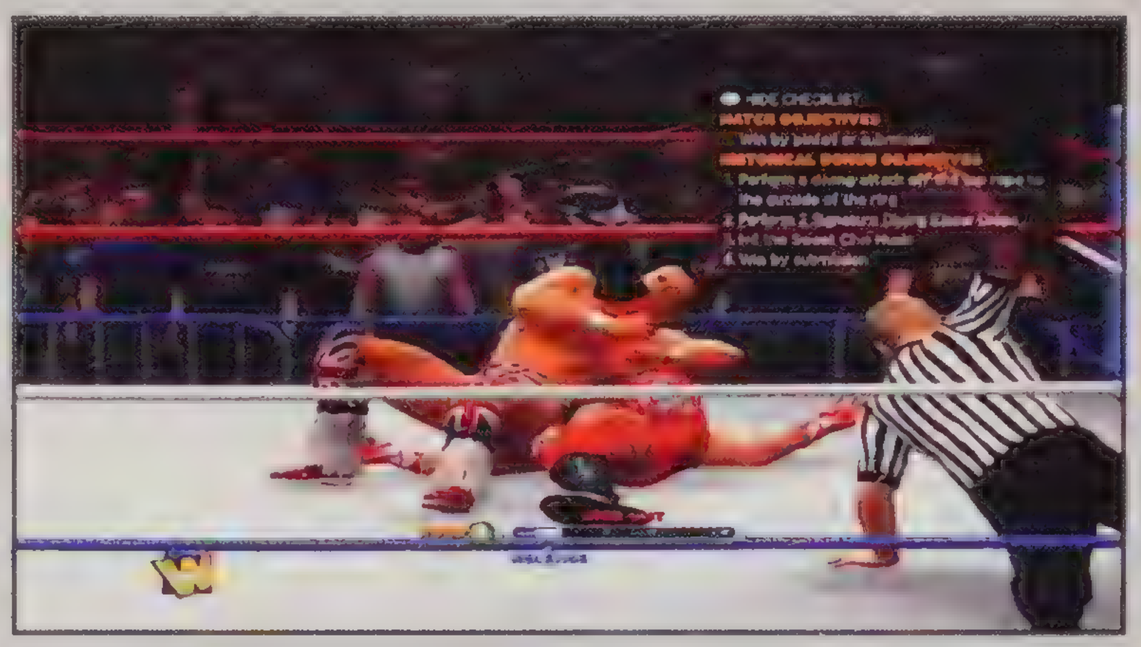
» Perform 2 Signature Diving Elbow Drops

» Hit the Sweet Chin Music

» Win by submission

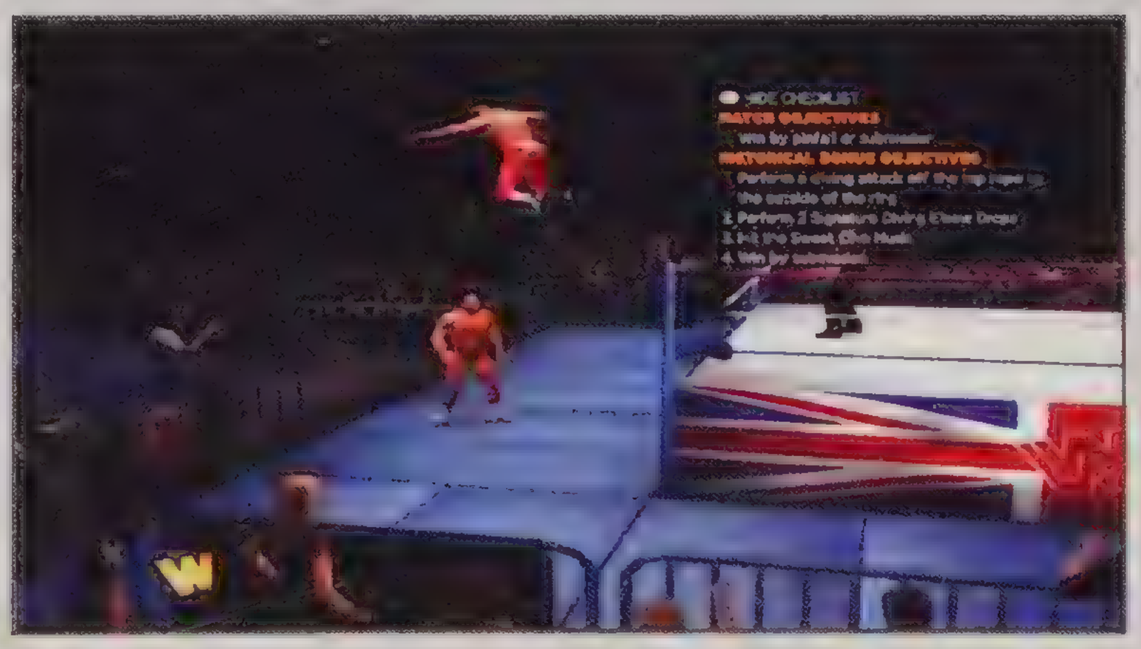
MATCH STRATEGY

The "Heartbreak Kid" matches up against a hometown hero. British Bulldog is super strong, so the play here is to take to the air.



Heads up! The British Bulldog comes out with a big Powerslam Finisher right off the bat. He goes in for the pin after one move, but it's an easy kick-out. Take to the top rope after that.

Objective: Perform a diving attack off the top rope to the outside of the ring

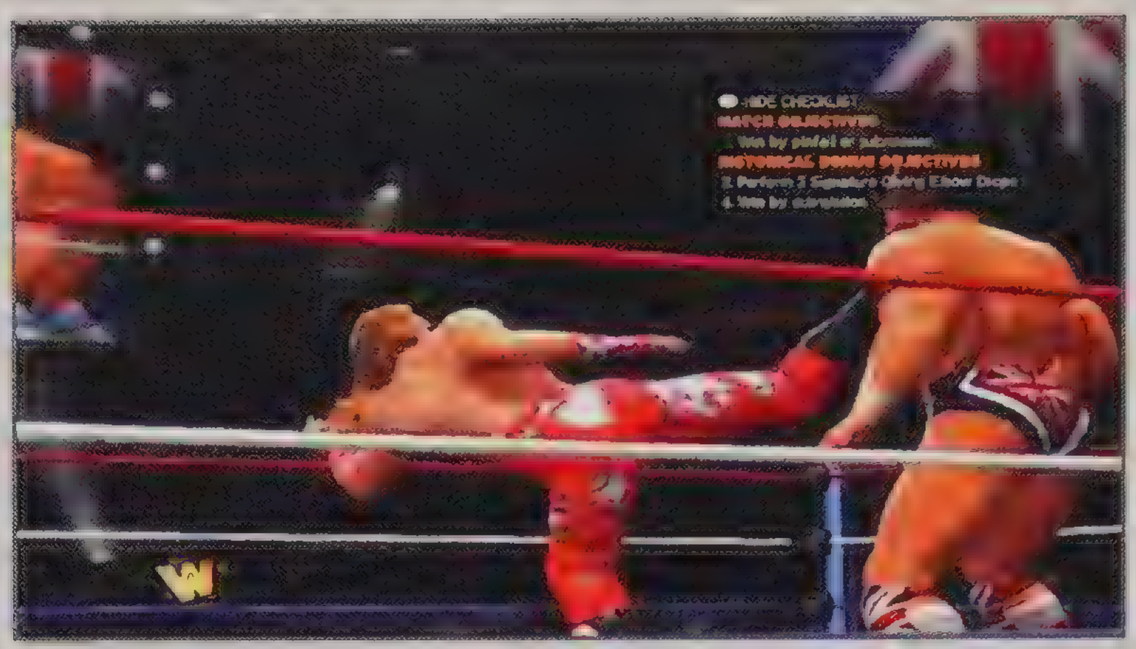


Whip him out of the ring and hit him quickly with a dive attack to satisfy the first objective. Beat him up a bit and slide back into the ring.

Objective: Hit the Sweet Chin Music

Objective: Perform 2 Signature Diving Elbow Drops

Follow up with a couple more Signature Diving Elbow drops (dive vs. grounded opponent). On the way to your second Signature Move, hit him with the Sweet Chin Music Finisher.



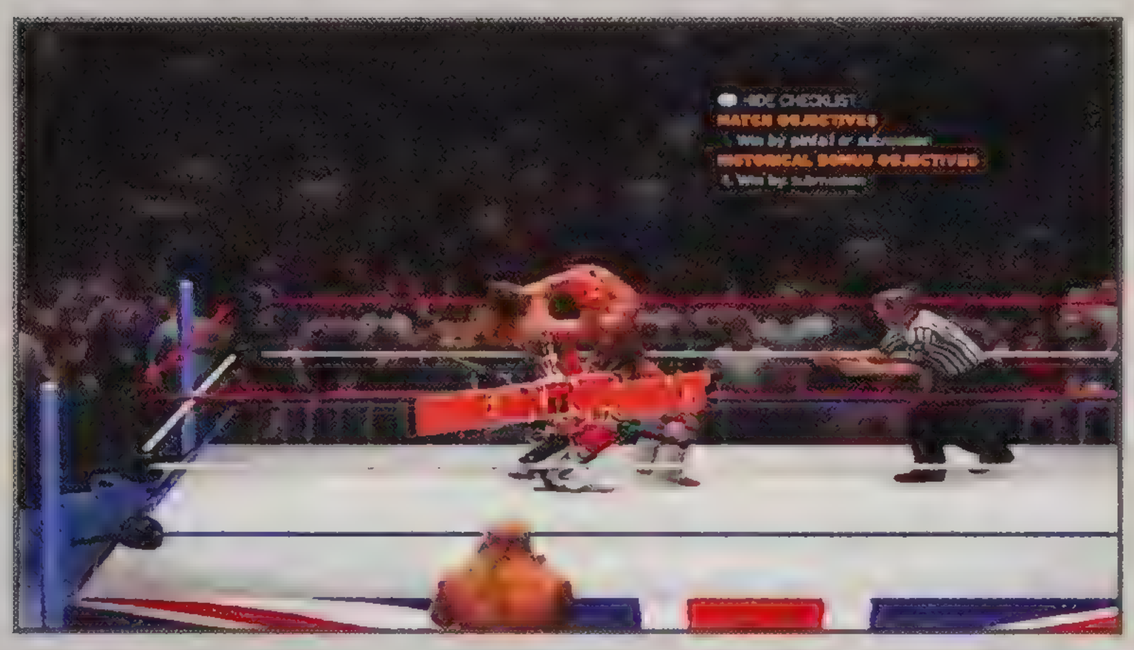
With a Finisher stored, knock your opponent flat on their back and head to the nearest corner. When your Finisher button icon activates, press it to have British Bulldog stand up into a huge side kick.

TIP

You can get credit for a Sweet Chin Music Finisher if you try that, too!

Hit your second elbow drop when you build up the momentum again.

Objective: Win by submission



Michaels has the Signature Sharpshooter, but you can also opt for the readily accessible Cobra Clutch when standing behind British Bulldog.

BONUS MATCH: DUDE LOVE VS. HUNTER HEARST-HELMSLEY

SEPTEMBER 22, 1997

HISTORICAL BONUS OBJECTIVES

- Hit Helmsley with a trash can
- Slam Helmsley through a barricade
- Slam Helmsley through a normal table
- Win by pinfall

MATCH STRATEGY

The beauty of the "Attitude Era" is that the player often plays both sides of the story. This match starts you out as Dude Love on the stage with a trash can. He's ready to brawl.

Objective: Hit Helmsley with a trash can

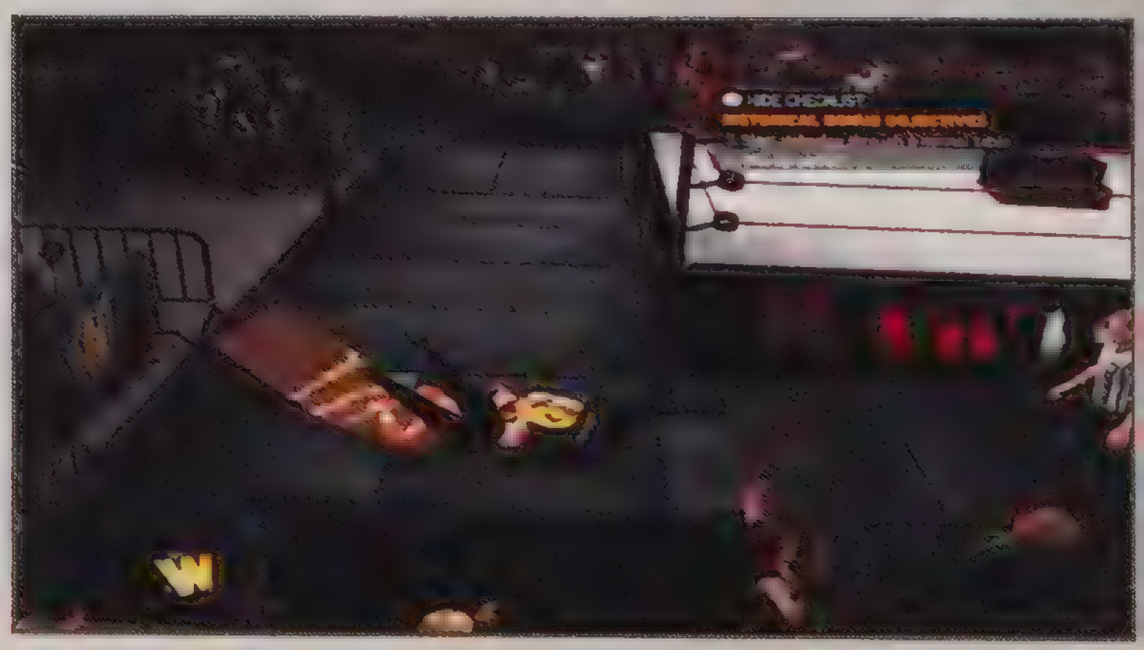
This one is straight forward enough, and Helmsley is nice enough to run out and meet you on the ramp.

Objective: Slam Helmsley through a normal table

Objective: Slam Helmsley through a barricade

Attack the table objective next, because you need a Finisher stored for the OMG Moment required to slam him through a barricade. All of this action will contribute to your momentum and a Finisher. Grab a table from under the ring and set it up ringside. There are no countouts.

Open up a Finisher and whip Helmsley into one of the diagonal corners on the crowd barrier. When the OMG icon flashes, press the Finisher button.



Follow up with a directional-throw suplex from a waist lock (or similar) to blast him through the table.

Objective: Win by pinfall

At this point, Helmsley should be pretty well beaten. Falls count anywhere in this match, but you can whip him back into the ring and pin him.

HUNTER HEARST-HELMSLEY VS. UNDERTAKER

SEPTEMBER 29, 1997

MATCH OBJECTIVES

» Complete all Historical Bonus Objectives

HISTORICAL BONUS OBJECTIVES

» Get Undertaker's damage to critical

» Hidden Objective: Strike Undertaker with a chair while in-ring

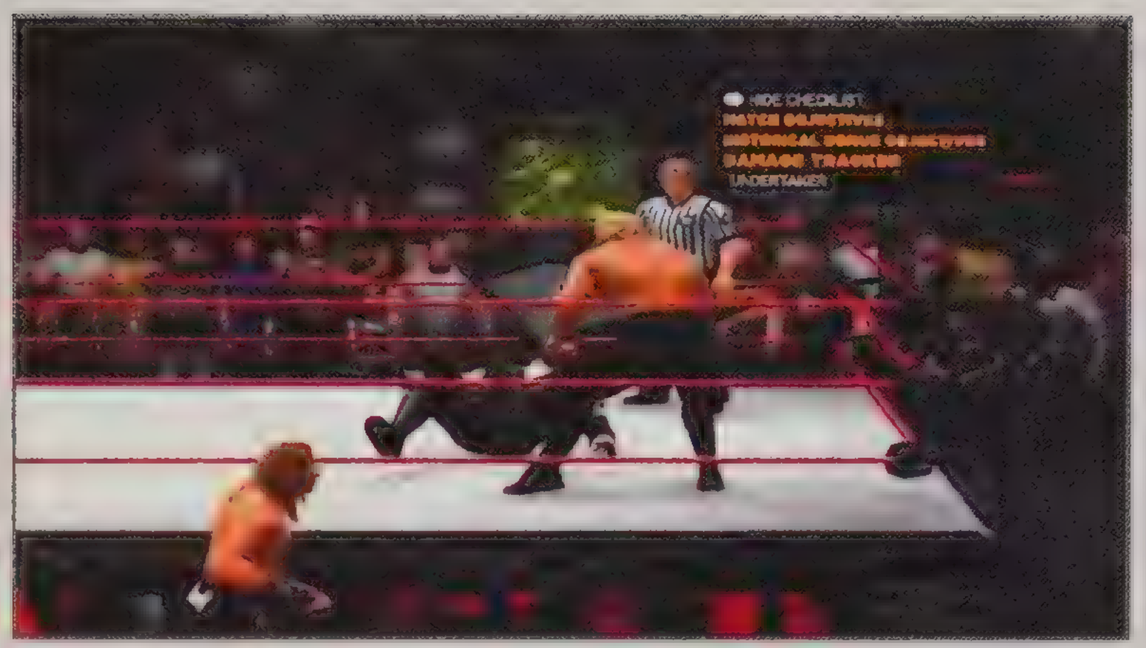
MATCH STRATEGY

Undertaker is a tough guy, but you can handle it. This is a Normal Match.

Objective: Get Undertaker's damage to critical

Work your way to some big power moves. Use some of Helmsley's quicker taunts to keep building momentum without getting caught in the middle of the taunt animation and losing your advantage. Once you get Undertaker's damage to critical, the Hidden Objective reveals itself.

Hidden Objective: Strike Undertaker with a chair while in-ring



Grab a chair from next to the announcer table and head back into the ring. Plunk Undertaker to start a cool cinematic where Helmsley and Shawn Michaels put Undertaker into a body bag.

SHAWN MICHAELS VS. UNDERTAKER

OCTOBER 5, 1997

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

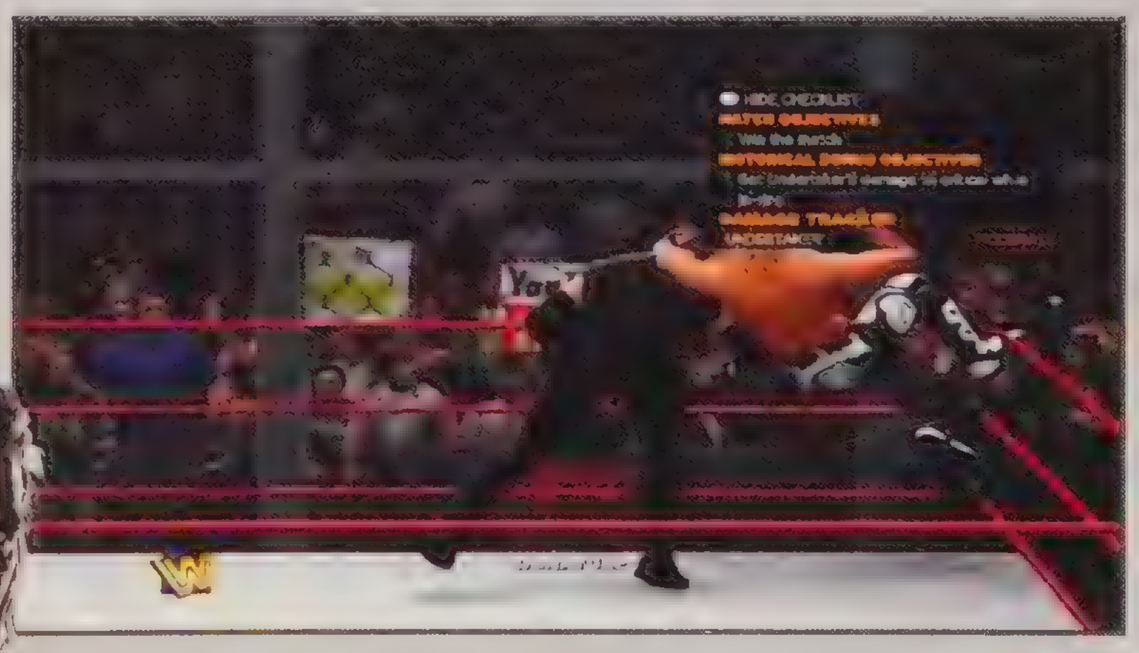
» Get Undertaker's damage to critical while in-ring

MATCH STRATEGY

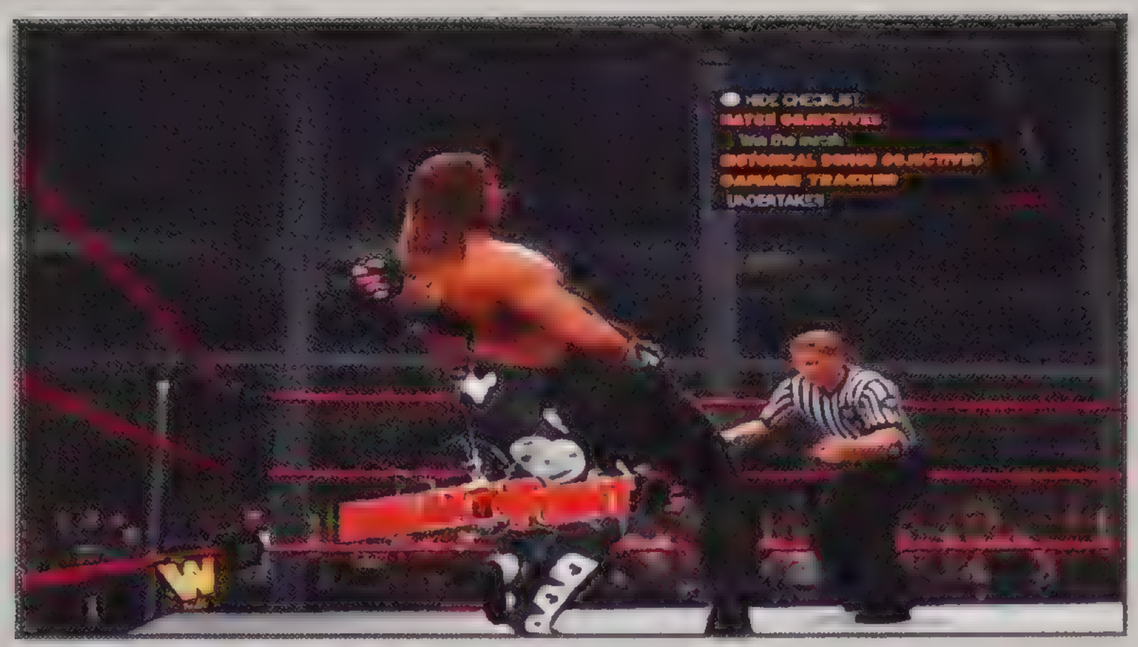
This match starts out with you as Shawn Michaels, and you're facedown in the middle of the ring. It's a *Hell in a Cell* Match and you've already taken a bit of damage.

Objective: Get Undertaker's damage to critical while in-ring

Undertaker also starts off this scenario having taken some decent damage.



The Damage Tracker says "light" for Undertaker, which can be just a couple of moves away from "critical" with some of Michaels' special moves thrown into the mix. Follow up until you get it to critical. A One-Handed Bulldog might do the trick.



After Kane comes out and looks scary during the cinematic, win the match. You can win by submission with an Abdominal Stretch, or use other moves to bring down Undertaker.

HUNTER HEARST-HELMSLEY VS. BRET HART

OCTOBER 6, 1997

MATCH OBJECTIVES

» Complete all Historical Bonus Objectives

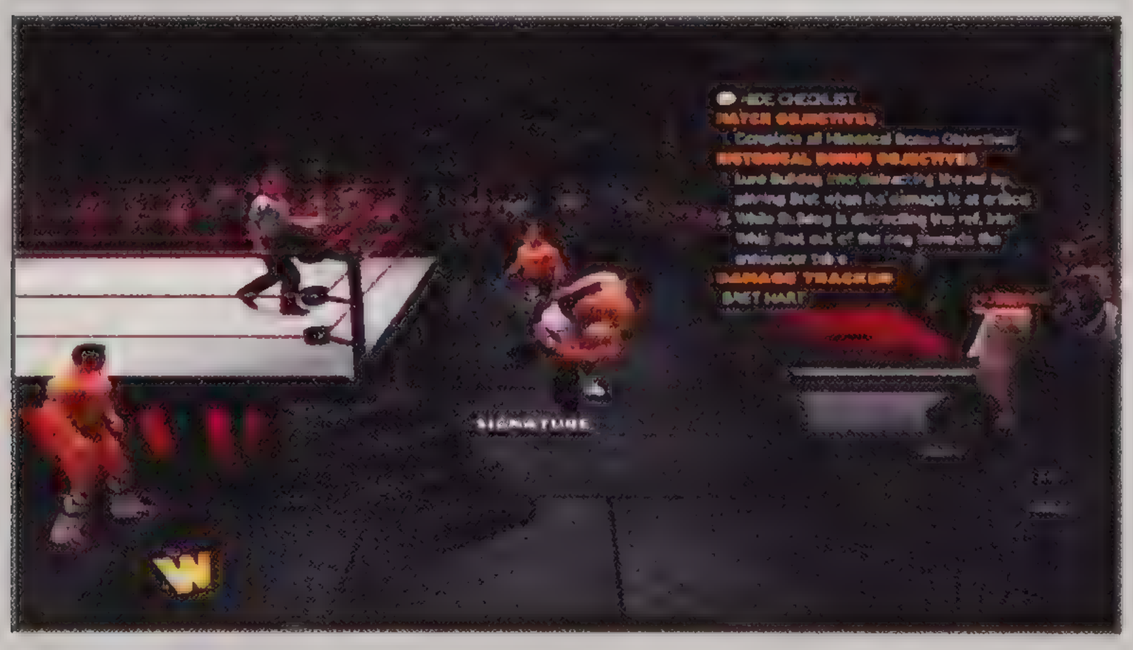
HISTORICAL BONUS OBJECTIVES

» Lure Bulldog into distracting the ref by pinning Bret when his damage is at critical

» While Bulldog is distracting the ref, Irish whip Bret out of the ring and toward the announcer table

MATCH STRATEGY

The first part of this match is a traditional Normal Match vs. Bret Hart. He's tough to battle, and is excellent with reversals.



There is no penalty for doing damage out of the ring, but you can get counted out for a disappointing "Objective Failed".

Objective: Lure Bulldog into distracting the ref by pinning Bret when his damage is critical

Keep hammering away at Bret Hart with Helmsley's strength to get him to critical. Attempt the pin in the ring.

The British Bulldog does a great job distracting the ref.

Objective: While Bulldog is distracting the ref, Irish whip Bret out of the ring and toward the announcer table

When Bret Hart is lying on the ground by the announcer table, a cinematic plays where Shawn Michaels hits Bret with a Sweet Chin Music and Bret is unable to get back in the ring. The ref finishes the super fast countout and the match ends.

SHAWN MICHAELS VS. BRET HART

NOVEMBER 9, 1997

MATCH OBJECTIVES

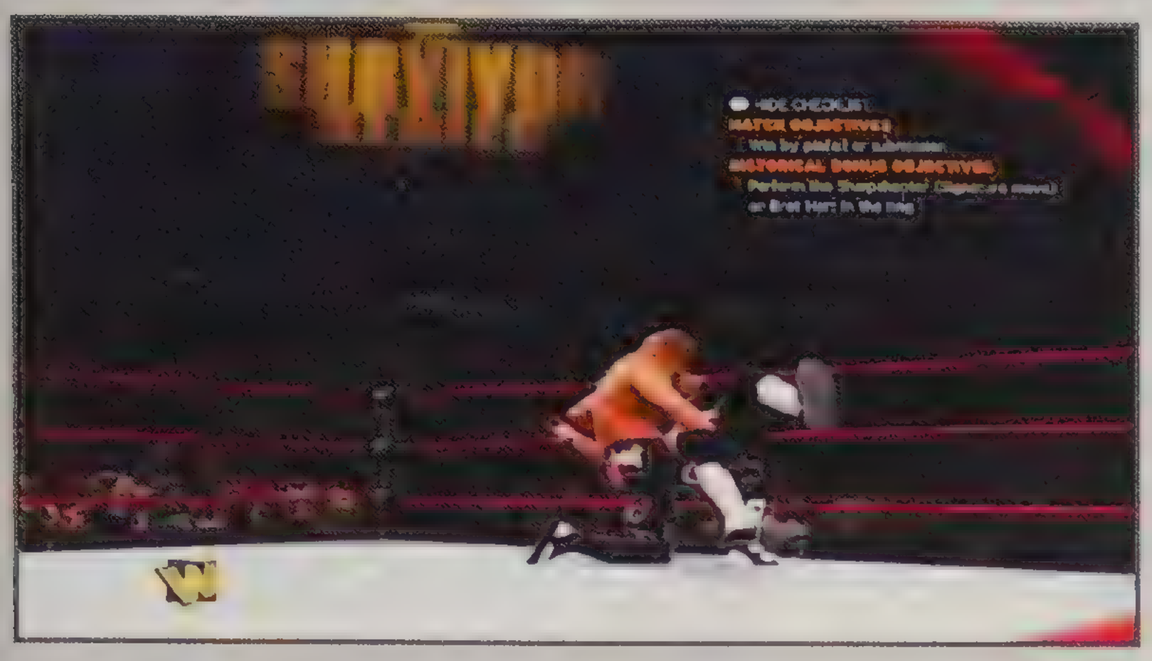
» Win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Hidden Objective: Perform the Sharpshooter (Signature Move) on Bret Hart in the ring

MATCH STRATEGY

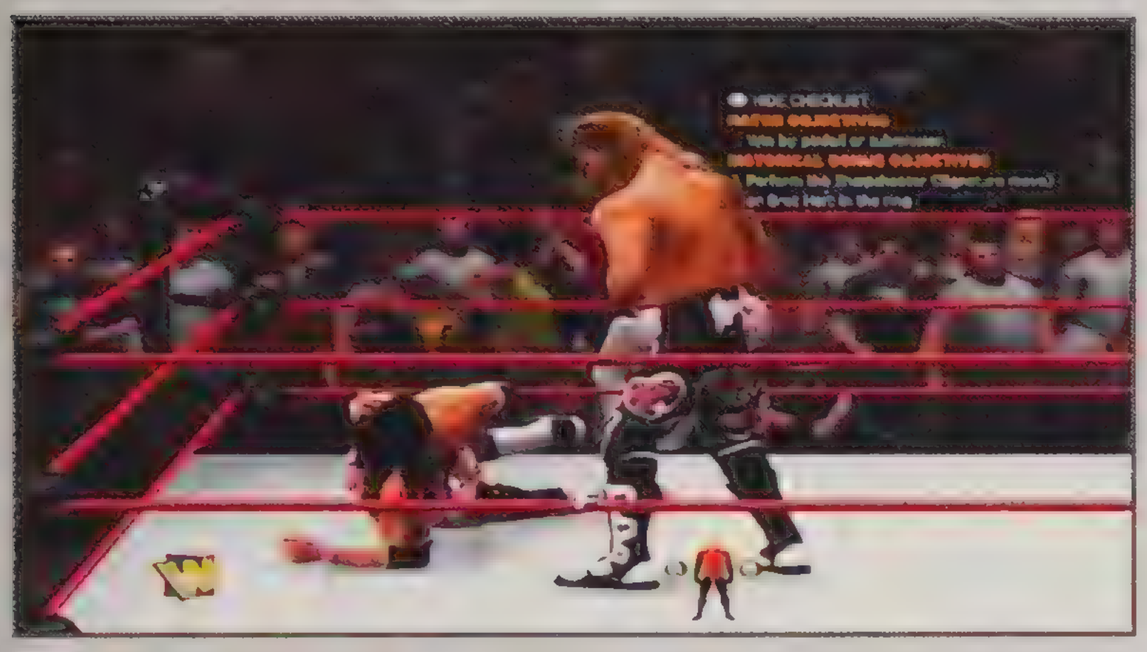
Mr. McMahon is ringside for this match. The pressure is on with the boss watching!



You don't know it yet, but you are going to be asked to perform a Sharpshooter Signature Move. This submission starts at the lower body, but it attacks the torso. Work Bret over with strikes and grapples to the torso to soften him up for the tap. When he takes the right amount of damage, the Hidden Objective will reveal itself.

Hidden Objective: Perform the Sharpshooter (Signature Move) on Bret Hart in the ring

Objective: Win by submission



Bret looks ripe for the submission attempt. Open it up with smart taunts as you keep the advantage. Get to the Sharpshooter as soon as possible—you're not going to have to finish it. The moment you sink it in...

...Mr. McMahon interferes and calls the match. Michaels and Hart are not happy.

BONUS MATCH: KANE VS. MANKIND

NOVEMBER 9, 1997

HISTORICAL BONUS OBJECTIVES

- Hit Mankind with the steel steps
- Put Mankind through the announcer table
- Land a Tombstone Piledriver
- Win by pinfall

MATCH STRATEGY

Kane has set the mood lighting red for this match.

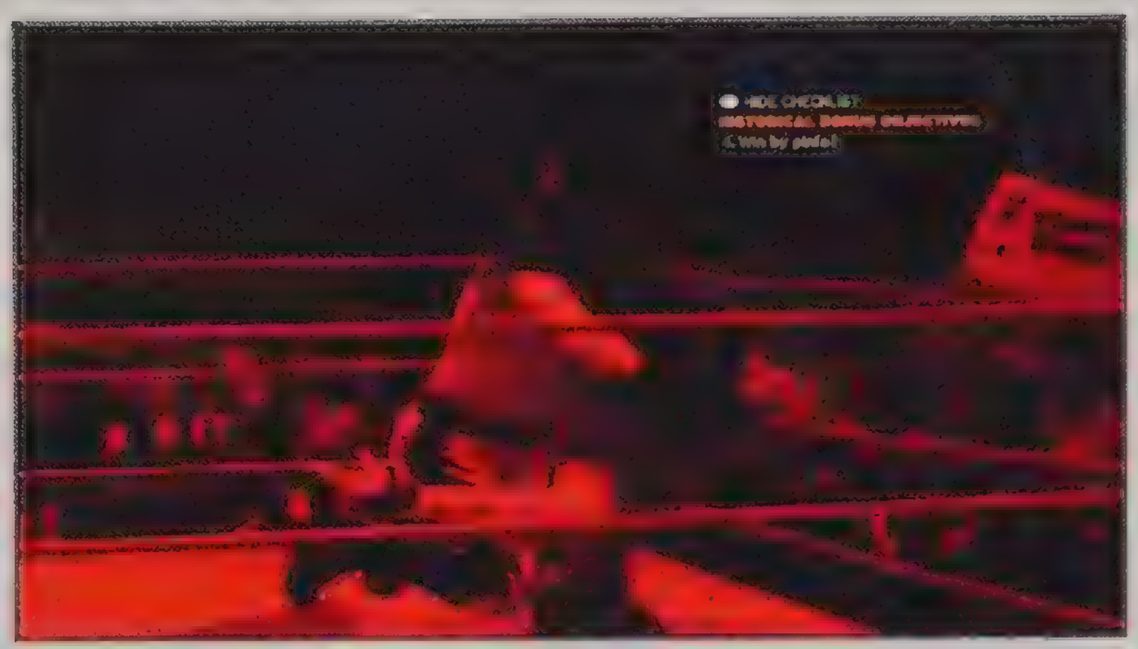
Objective: Hit Mankind with the steel steps

Most of this match is going to take place ringside. Whip Mankind out of the ring to the right, near the announcer table. Pick up the steel steps and go to work on him!

Objective: Put Mankind through the announcer table

Head over to the announcer table and disassemble it by pressing LB or L1 when prompted. Use a directional throw to launch Mankind through the table. If you have a Signature Move active, try using something like the Sidewalk Slam.

Objective: Land a Tombstone Piledriver



Lead Mankind back into the ring and hit him with the big Finisher.

Objective: Win by pinfall

Keep after him if he kicks out of your pin attempts. It may take another progression through a Signature Move and Finisher before you can log the three-count.

ROAD DOGG & BILLY GUNN VS. THE ROAD WARRIORS

NOVEMBER 24, 1997

MATCH OBJECTIVES

» Win the match

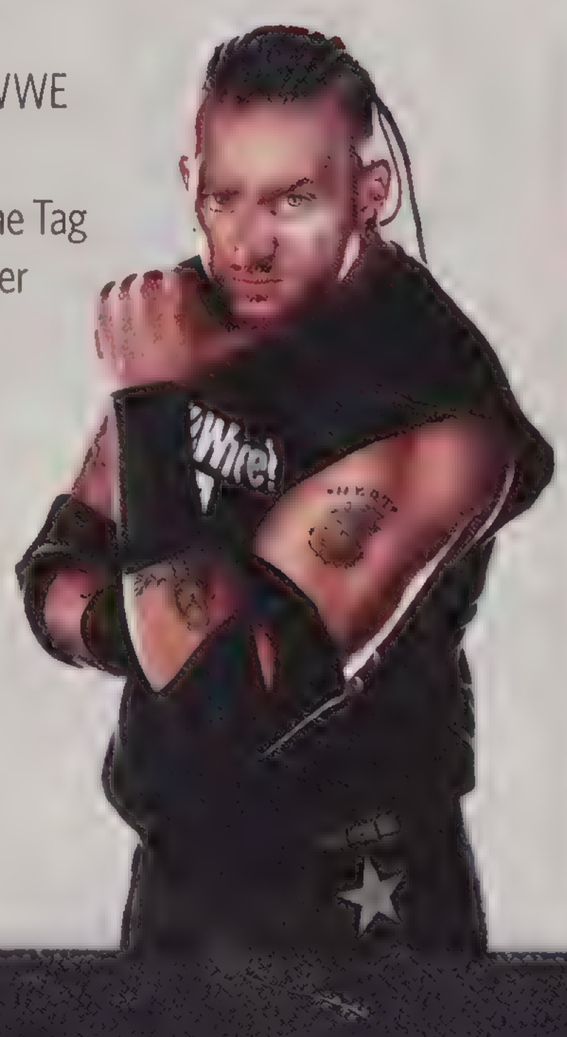
HISTORICAL BONUS OBJECTIVES

» When Hawk is a legal tag partner, get his damage to moderate

» Hidden Objective: Succeed at the "WWE Attitude" Moment

» Hidden Objective: Strike Hawk with the Tag Team Championship (by the announcer table) before the ref wakes up

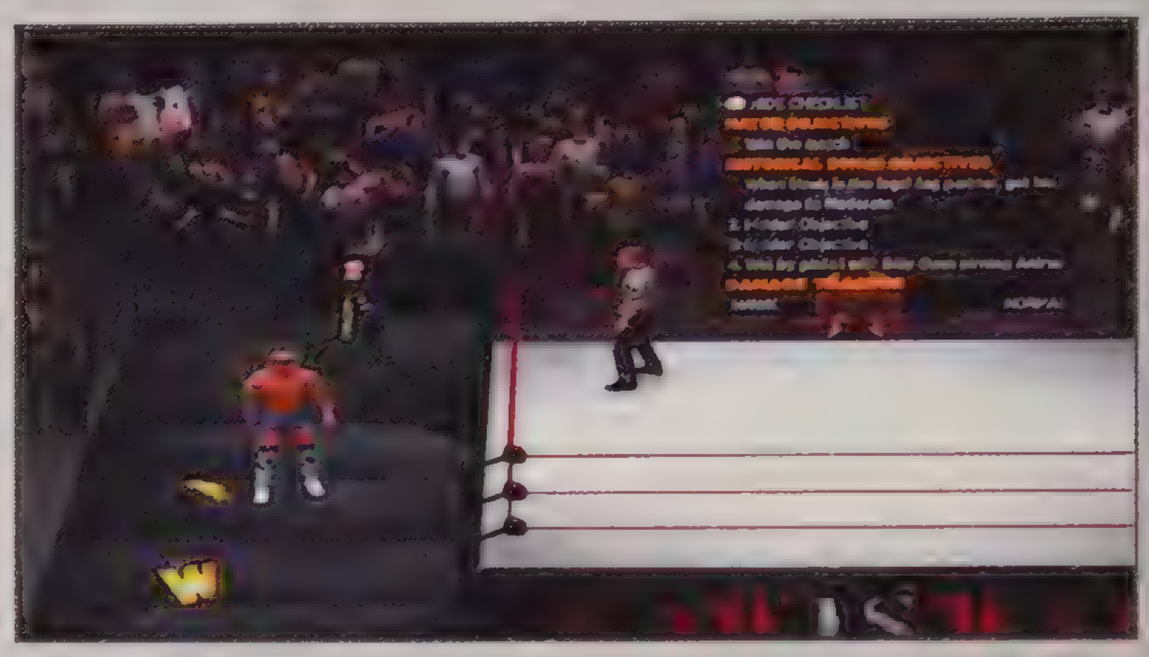
» Win by pinfall with Billy Gunn pinning Animal



MATCH STRATEGY

First things first: exit the ring, go get the Tag Team Championship, and bring it over to your side of the ring.

The Championship is on the shelf near the announcer table—you can't miss it.



Place it to the left of the ring at ringside. It will be easy to access when the clock is ticking.

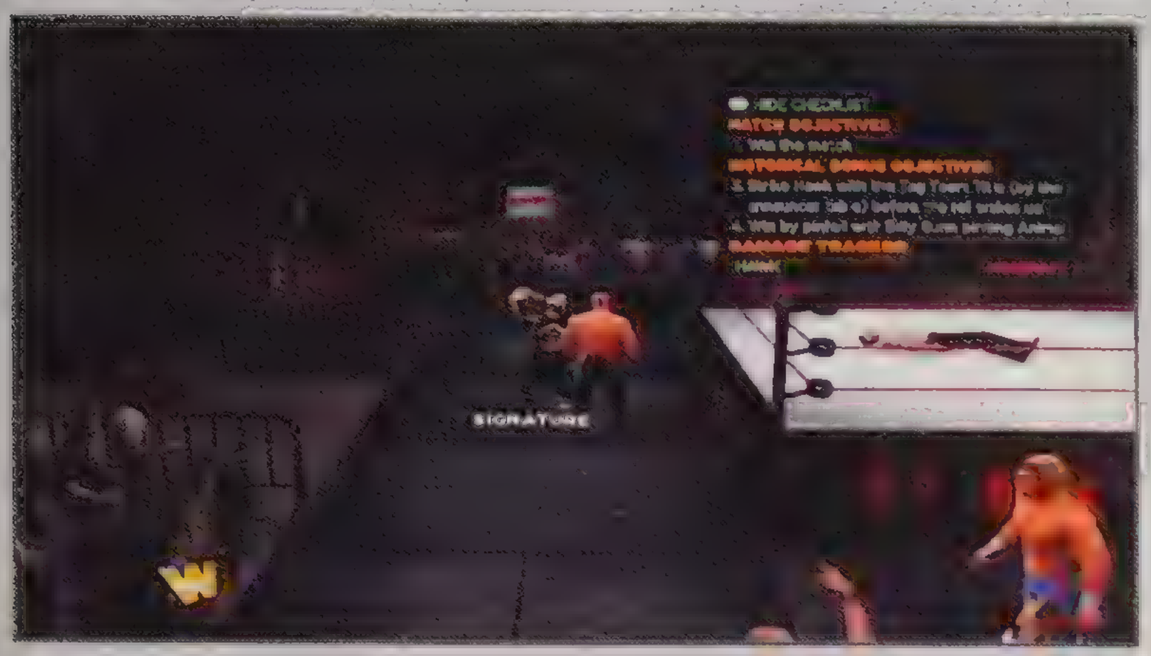
Objective: When Hawk is a legal tag partner, get his damage to moderate

This sounds easy enough, right? Well, you have to get through a bit of Animal first in order to compel him to tag in Hawk. When you're battling with Animal, give him some space every few seconds so he can choose to tag in Hawk instead of chasing you down. After a bit, he'll make the tag and you can do your best against Hawk. Utilize the tag team grapples, too.

Hidden Objective: Succeed in the "WWE Attitude" Moment

This is a simple button-pressing mini-game similar to many of the others (*Royal Rumble* eliminations, Comeback, etc.) Tap the button that lights up quickly in order to succeed. After you succeed, you'll start an animation where your Superstar accidentally hammers the ref with a clothesline, knocking him out.

Hidden Objective: Strike Hawk with the Tag Team Championship before the ref wakes up



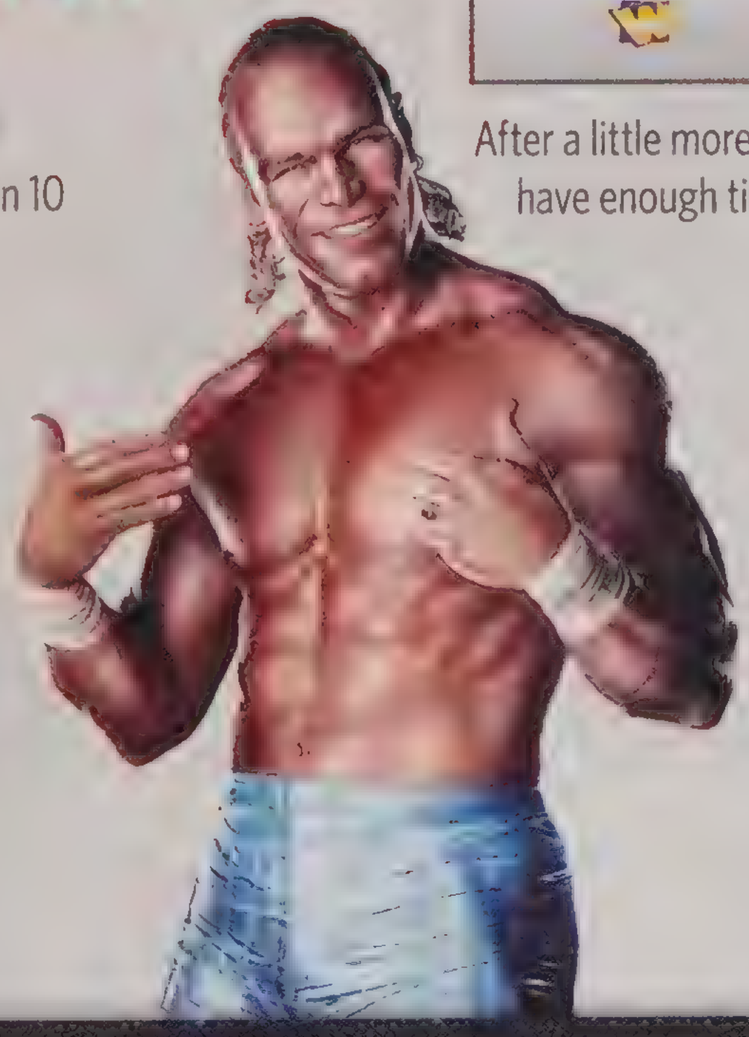
Aren't you glad you brought it over? If you didn't, the opposing tag partner makes it difficult to get past them in time. It's possible, just more difficult. Grab it and hit Hawk. He'll follow you over there—nice and far from his partner.

Objective: Win by pinfall with Billy Gunn pinning Animal.

Keep working Hawk over until he tags in Animal—give him some space now and then so he can run over and tag. After a bit of damage, you should be able to pin Animal.

BONUS MATCH: ??? (DUDE LOVE) VS. BILLY GUNN

JANUARY 12, 1998



HISTORICAL BONUS OBJECTIVES

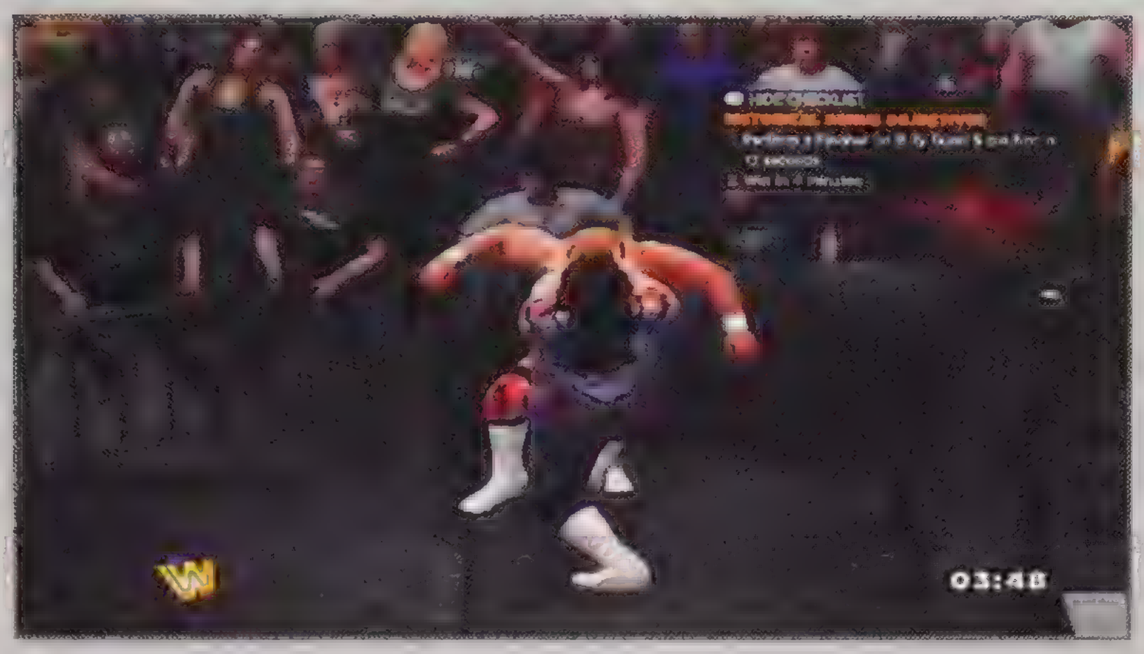
- Perform a Finisher on Billy Gunn and pin him in 10 seconds
- Win in 4 minutes

MATCH STRATEGY

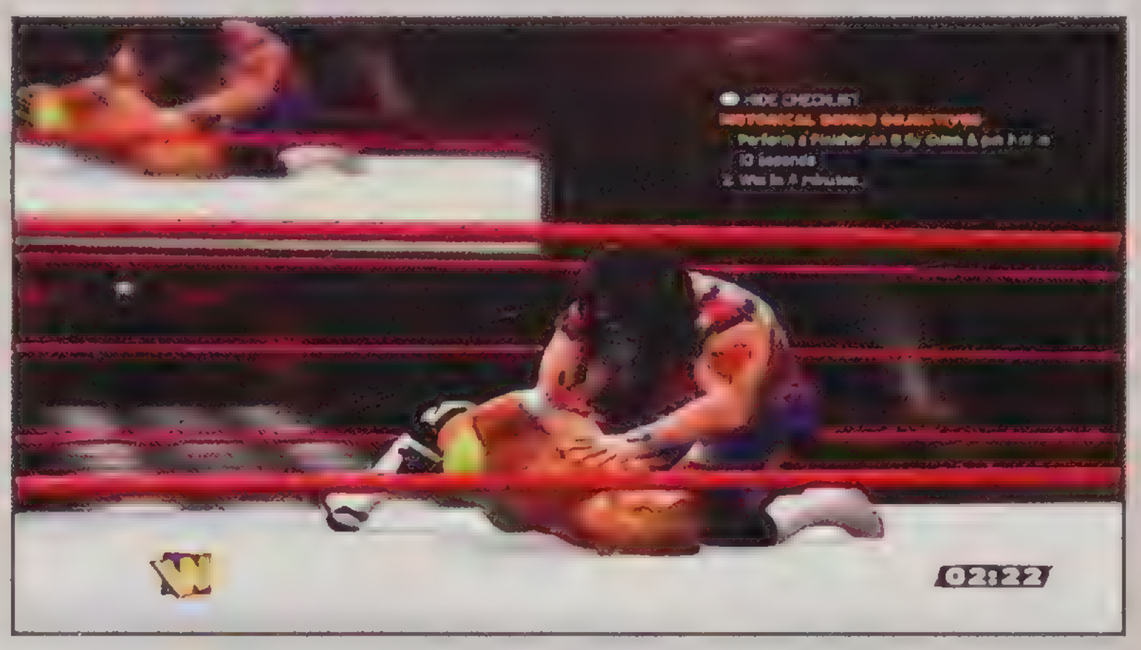
Dude Love has a big surprise for Billy Gunn. The clock starts ticking at the bottom of the ramp.

Objective: Perform a Finisher on Billy Gunn and pin him in 10 seconds

Objective: Win in 4 minutes



Nobody said anything about a ring! Work Billy over with some environmental grapples ringside. Watch out: Billy Gunn starts with a Finisher stored.



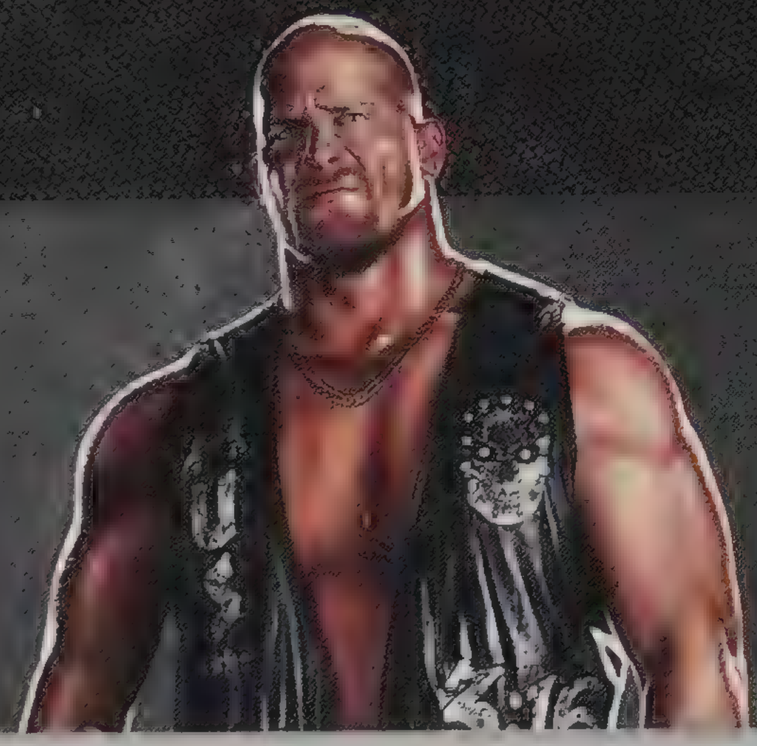
Attack Billy's head. Use DDTs and Bulldogs to soften him up for the Love Handle.

After a little more work, you can settle in for the pin. Make sure you have enough time left on the countdown. Get it for the win!

AUSTIN 3:16

7 MATCHES

The rise of Stone Cold Steve Austin was nothing short of legendary, and his rivalry against Mr. McMahon took center stage. The "Texas Rattlesnake" was a larger-than-life Superstar and his actions changed the WWE forever.



ROYAL RUMBLE

JANUARY 18, 1998

MATCH OBJECTIVES

» Win the *Royal Rumble*

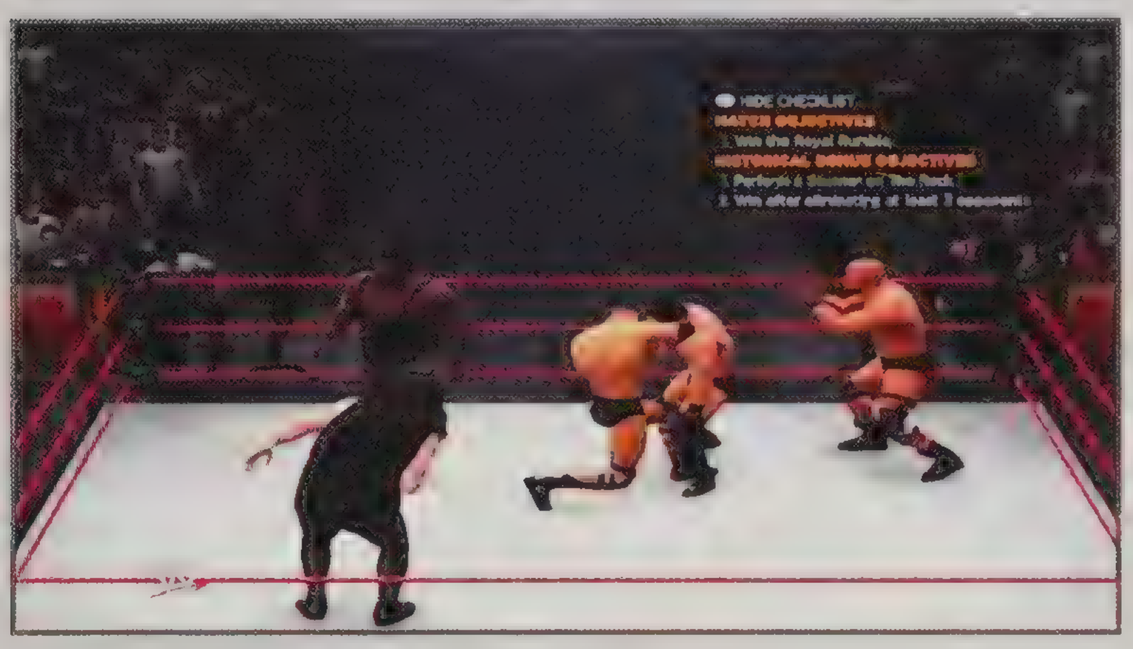
HISTORICAL BONUS OBJECTIVES

» Perform a Stunner on The Rock

» Win after eliminating at least 3 opponents

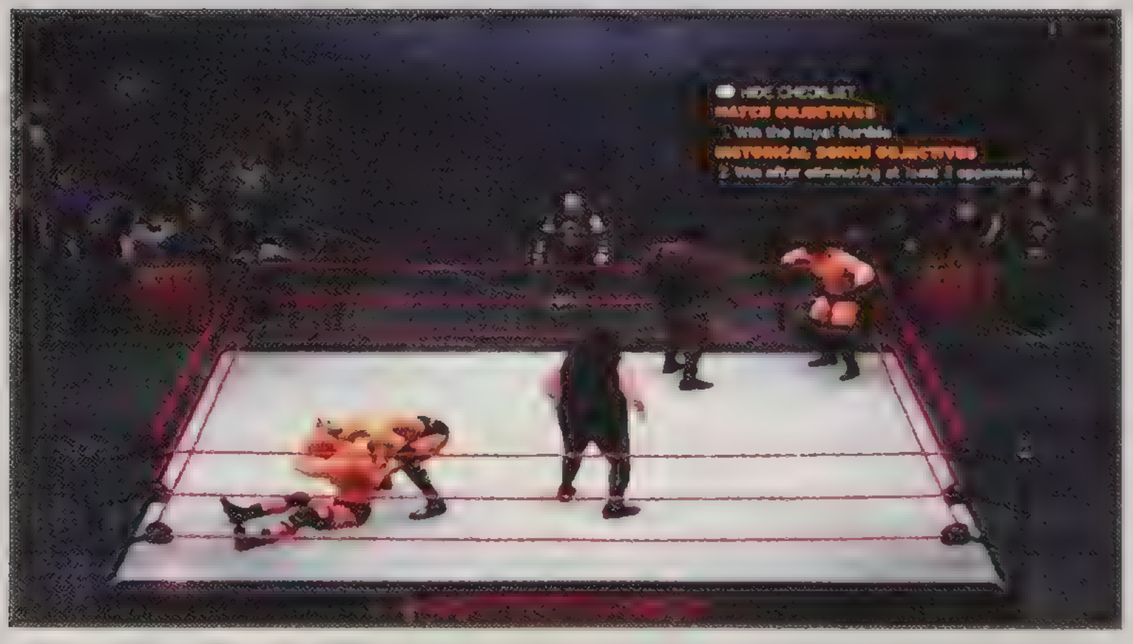
MATCH STRATEGY

The match starts off with a little breather for you. In 15 seconds Stone Cold Steve Austin tears down the ramp and joins the fray.



The Superstars in the ring are doing a great job working each other over. Let them. Slide into the ring and taunt your way into a Signature Move to start off. Click the right analog stick to bank the Finisher and go find The Rock.

Objective: Perform a Stunner on The Rock



First things first: hit The Rock with a Stone Cold Stunner to satisfy your first Historical Bonus Objective. If you wait too long to get this one, he may be eliminated by another Superstar!

TIP

Royal Rumble matches are much easier when you store your Finishers and use them as elimination defenses when an opponent tries to toss you out of the ring. Simply hit LB or L1 when the mini-game starts and you'll counter the attack to a neutral position.

Objective: Win after eliminating at least 3 opponents

Eliminating opponents is all about winning button-pressing mini-games. There are three types of elimination: corner elimination, top rope elimination, and bottom rope elimination. We preferred to use the corner to eliminate our opponents because it is fairly easy to whip opponents into corners to start the mini-game by pressing grapple. From there, it's all about quickly hitting the button that shows up on screen.

If an opponent tries to eliminate you under the bottom rope, button mash the face buttons to shrink the target zone and survive.

Get them back in the corner and return the favor. Eliminated! Do the same to your next target.

You may still have some epic battles after you take down enough opponents to meet the objective, so stay alert and eliminate anyone left for the win.

TIP

Look for Superstars without a Finisher icon to eliminate. If they have a Finisher stored, you'll spend the energy trying to eliminate them and they'll spend the Finisher to escape.

STONE COLD STEVE AUSTIN VS. ROAD DOGG

FEBRUARY 2, 1998

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Perform a Stunner on Billy Gunn

» Win in 2 minutes

MATCH STRATEGY

Objective: Perform a Stunner on Billy Gunn

Stone Cold Steve Austin is on the stage with a stored Finisher. Run down the ramp and hit Billy Gunn with the Stone Cold Stunner to satisfy the first objective. The clock doesn't start on the match until you reach the bottom of the ramp.

Objective: Win in 2 minutes

Now you have to win the match in less than two minutes. Slide back into the ring and take the fight to Road Dogg. You will build momentum with your strikes very quickly, so don't take the time to taunt. Hit Road Dogg with the Lou Thesz Press and follow up with a Stone Cold Stunner. You can try a pin, but he may kick out of it.

After another quick momentum boost—and another Finisher—get the pinfall victory.

STONE COLD STEVE AUSTIN VS. SHAWN MICHAELS

MARCH 29, 1998

MATCH OBJECTIVES

» Win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Succeed at the "WWE Attitude" Moment

» Perform a Stunner on Michaels

» Win by pinfall

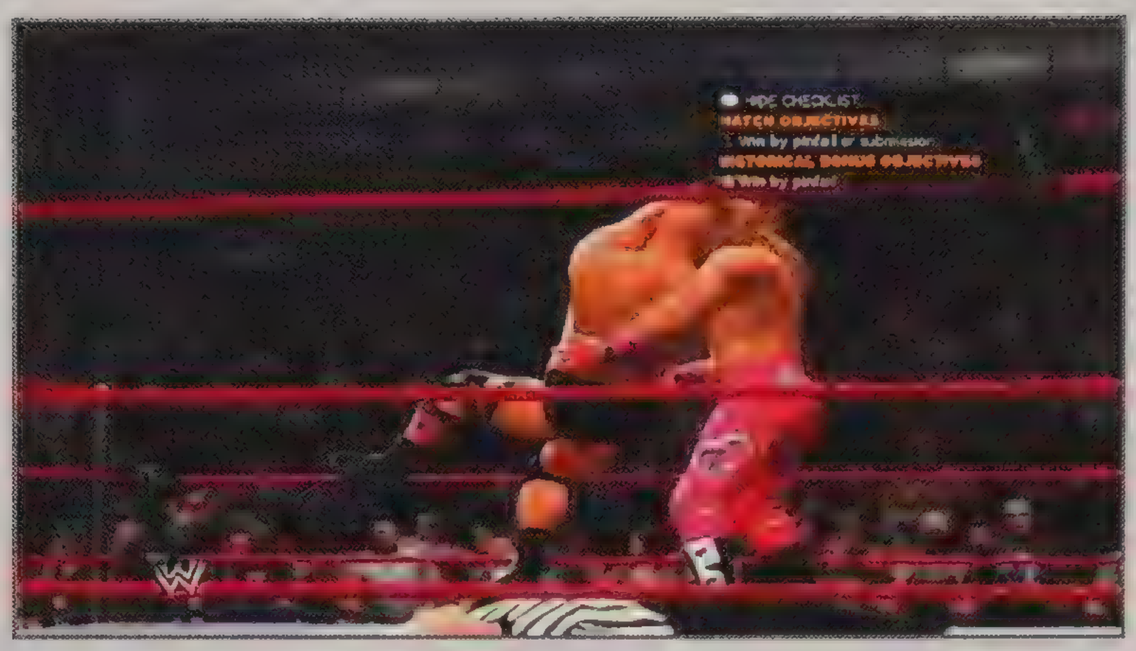
MATCH STRATEGY

Objective: Succeed at the "WWE Attitude" Moment

This is a Normal Match with Shawn Michaels. After he takes some damage, you'll open up the "WWE Attitude" Moment.

Stone Cold Steve Austin misses Shawn Michaels and blasts the ref with a clothesline.

Objective: Perform a Stunner on Michaels



Even though the ref is out, you can take care of your second objective here by hitting Shawn Michaels with the Stone Cold Stunner.

Objective: Win by pinfall

Now you have to win the match in less than two minutes. Slide back into the ring and take it to Road Dogg. You will build momentum with your strikes very quickly, so don't take the time to taunt. Hit Road Dogg with the Lou Thesz Press and follow with a Stone Cold Stunner. We tried a pin, but he kicked out.

After another quick momentum boost—and another Finisher—get the pinfall victory. Don't worry, Mike Tyson will hop into the ring and take over for the ref on the three-count.

BONUS MATCH: UNDERTAKER VS. KANE

MARCH 29, 1998

HISTORICAL BONUS OBJECTIVES

- Perform a Chokeslam
- Perform 3 Tombstone Piledrivers
- Win the match by pinfall

MATCH STRATEGY

This match is all about Undertaker working Kane over with four sets of Special Moves. Nobody can survive that!

Objective: Perform a Chokeslam

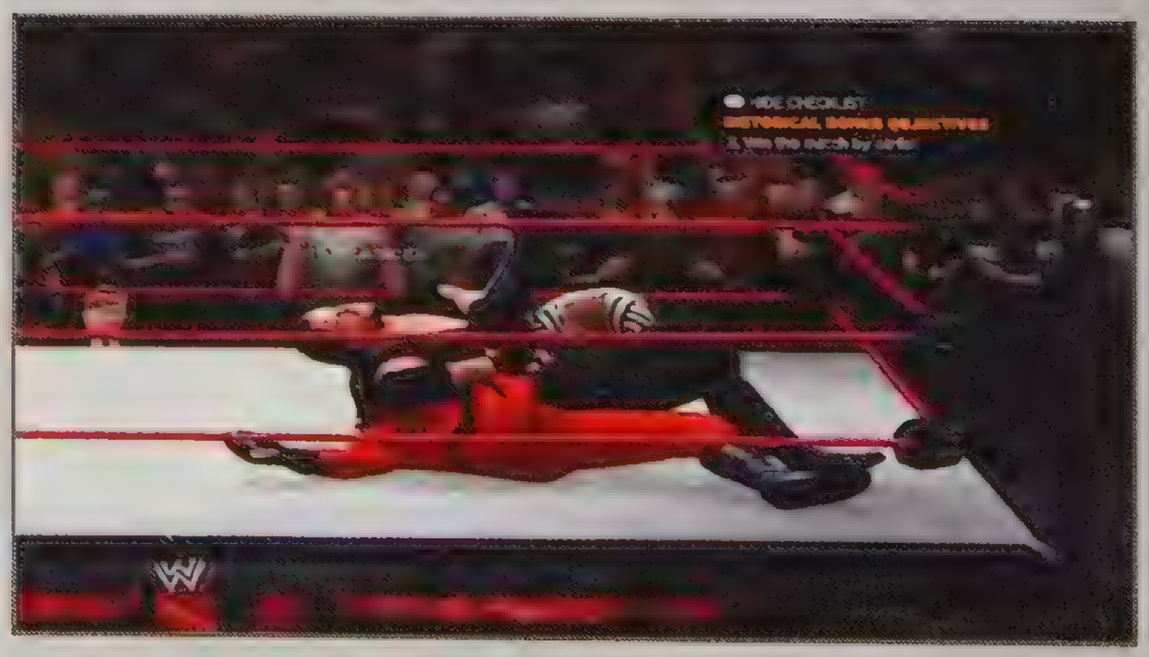
Objective: Perform 3 Tombstone Piledrivers

Because you need to hit Kane with so many Finishers, Hammer Throw him out of the ring and taunt. When he steps back onto the apron, hit him back down to the ringside floor to keep yourself in a safe place to freely taunt and build momentum. After you open up your Signature Move, pull him back into the ring and hit him with the Signature Move and Finisher one-two combo.

NOTE

Although using this strategy might rile up the online chatter if you try it with human opponents, it gets the job done here.

Objective: Win the match by pinfall



After all the damage Kane has been through, he's probably relieved it's over.

UNDERTAKER VS. KANE

APRIL 26, 1998

HISTORICAL BONUS OBJECTIVES

- Perform a Signature Move
- Perform Chokeslam
- Get Kane's damage to critical and perform a standing grapple
- Hidden Objective: Within 20 seconds, perform a running dive attack onto Kane outside the ring

MATCH STRATEGY

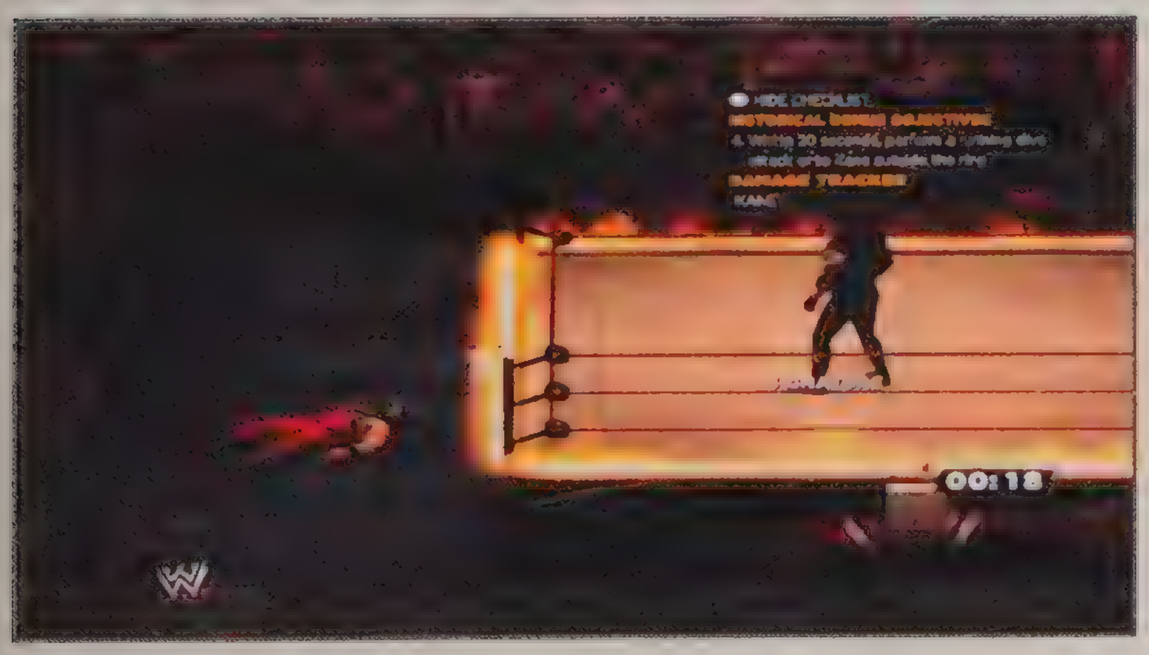
This is an Inferno Match, but you're not going to go for the elimination like a traditional Inferno Match.

Objective: Perform a Signature Move

Objective: Perform a Chokeslam

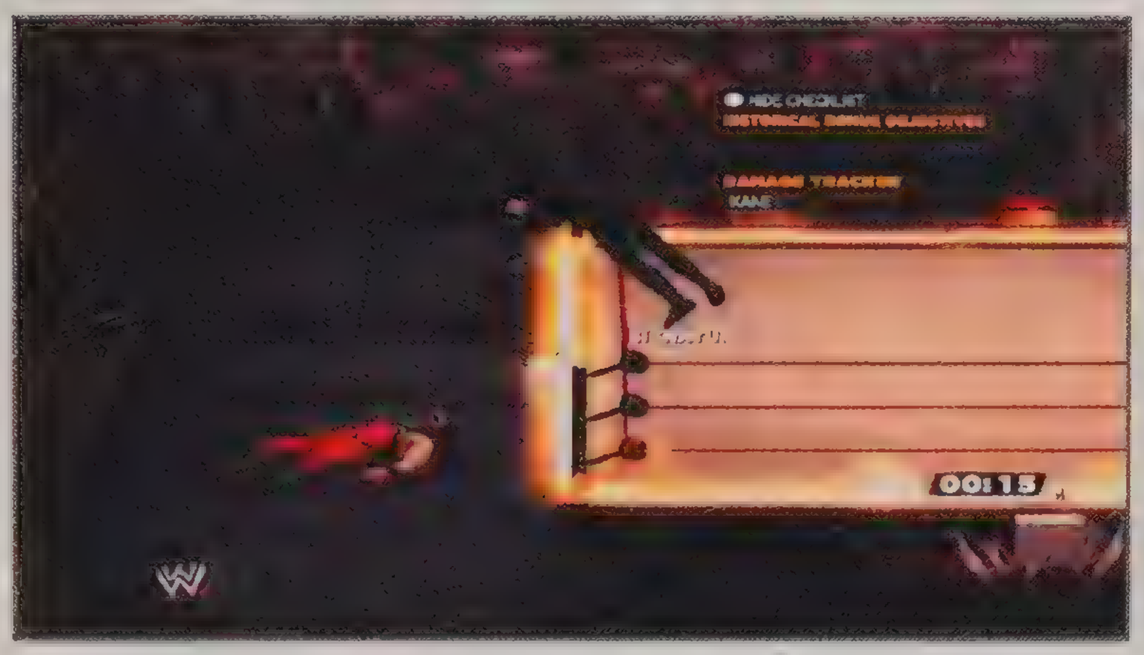
In this match, you have to stay in the ring. If you try to Hammer Throw Kane out, Undertaker will just whip him into the ropes for a rebound. Work up a combination of strikes and grapples to build momentum and get to the special moves. Hit Kane with an Old School followed by a Chokeslam to meet the first two objectives.

Objective: Get Kane's damage to critical and perform a standing grapple



When you wear down Kane, a cinematic will play that has Undertaker toss him out of the ring. The Hidden Objective appears—and the 20-second timer.

Hidden Objective: Within 20 seconds, perform a running dive attack onto Kane outside the ring



Run toward Kane outside the ring and press strike to launch Undertaker into an Outside Dive. From there, another cinematic plays that shows Kane running off when his arm catches fire. The match is over.

STONE COLD STEVE AUSTIN VS. DUDE LOVE

APRIL 26, 1998

MATCH OBJECTIVES

- Win the match

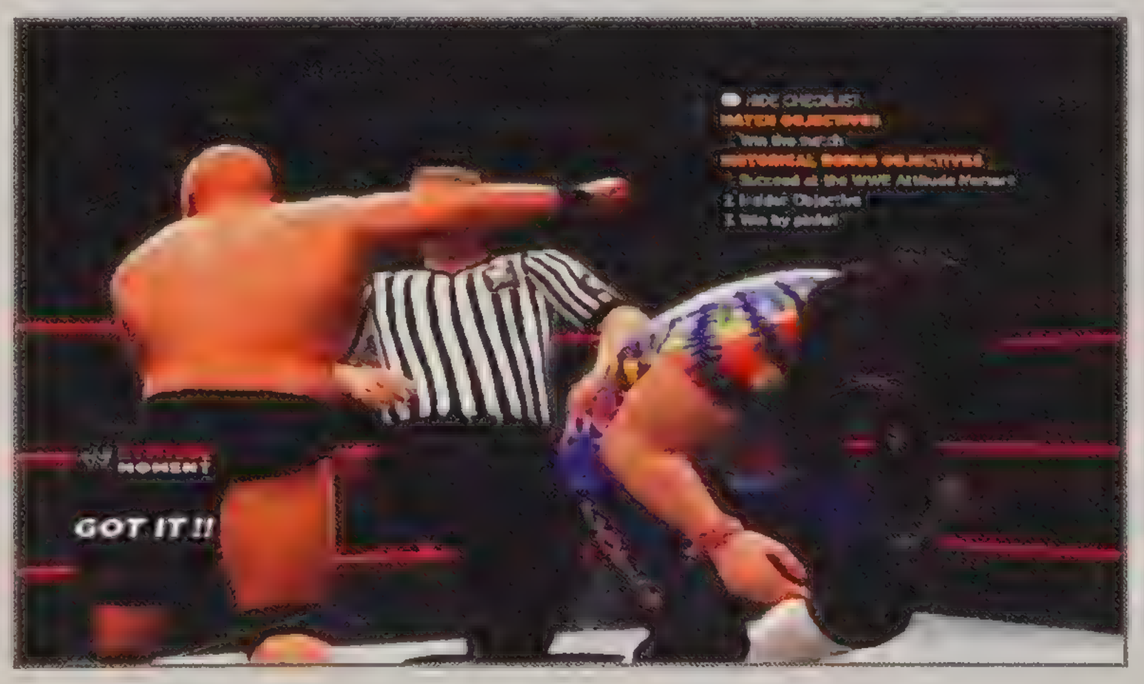
HISTORICAL BONUS OBJECTIVES

- Succeed at the "WWE Attitude" Moment
- Hidden Objective: Within 20 seconds, grab a chair and strike Dude Love
- Win by pinfall

MATCH STRATEGY

Dude Love is a good competitor. This is an Extreme Rules Match and he'll bring in the steel steps, a chair, and whatever else he can get his hands on that might give him a shot at taking out Stone Cold Steve Austin.

Objective: Succeed at the "WWE Attitude" Moment



It's another "WWE Attitude" Moment, which means another clothesline for the ref.

Hidden Objective: Within 20 seconds, grab a chair and strike Dude Love

STONE COLD STEVE AUSTIN VS. DUDE LOVE

MARCH 31, 1998

MATCH OBJECTIVES

» Get Dude Love's damage to moderate and attempt a pin

» Win the match

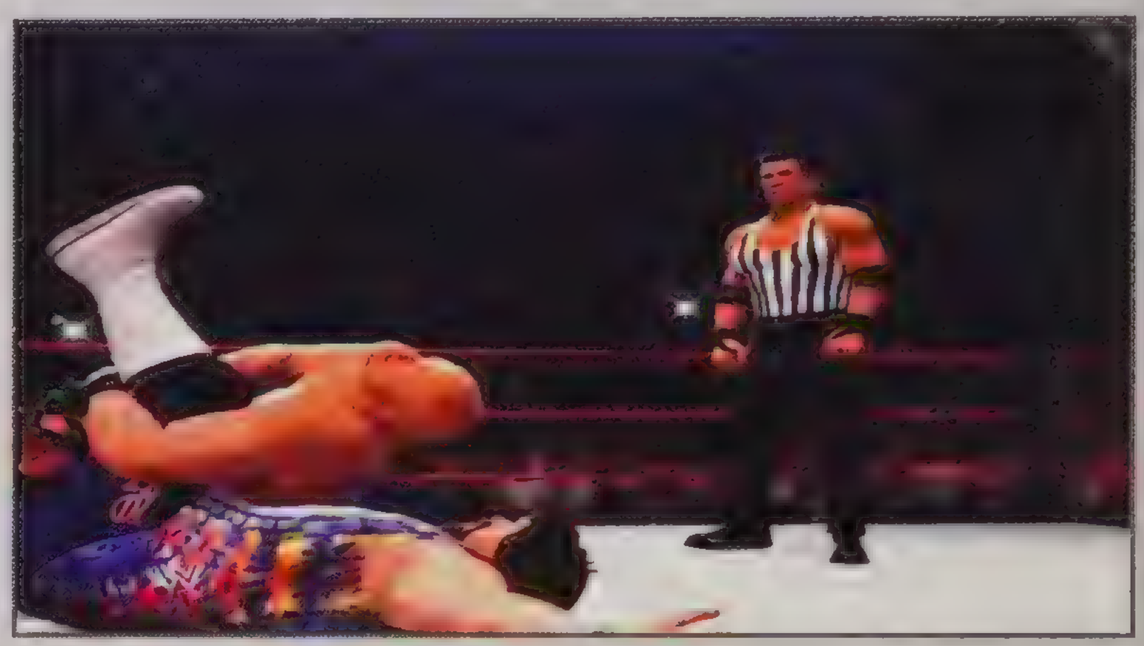
HISTORICAL BONUS OBJECTIVES

» Hidden Objective: Pin Dude Love in 1 minute

MATCH STRATEGY

Mr. McMahon is your referee for this match, and as you can probably guess, not too many calls are going to go your way.

Objective: Get Dude Love's damage to moderate and attempt a pin



Dude Love can take a pretty good beating, but eventually you'll get there. Settle in for the pin and Mr. McMahon cheats! He doesn't start the count. Austin gets in his face and Dude Love accidentally hits Mr. McMahon with a chair. Your Hidden Objective appears.

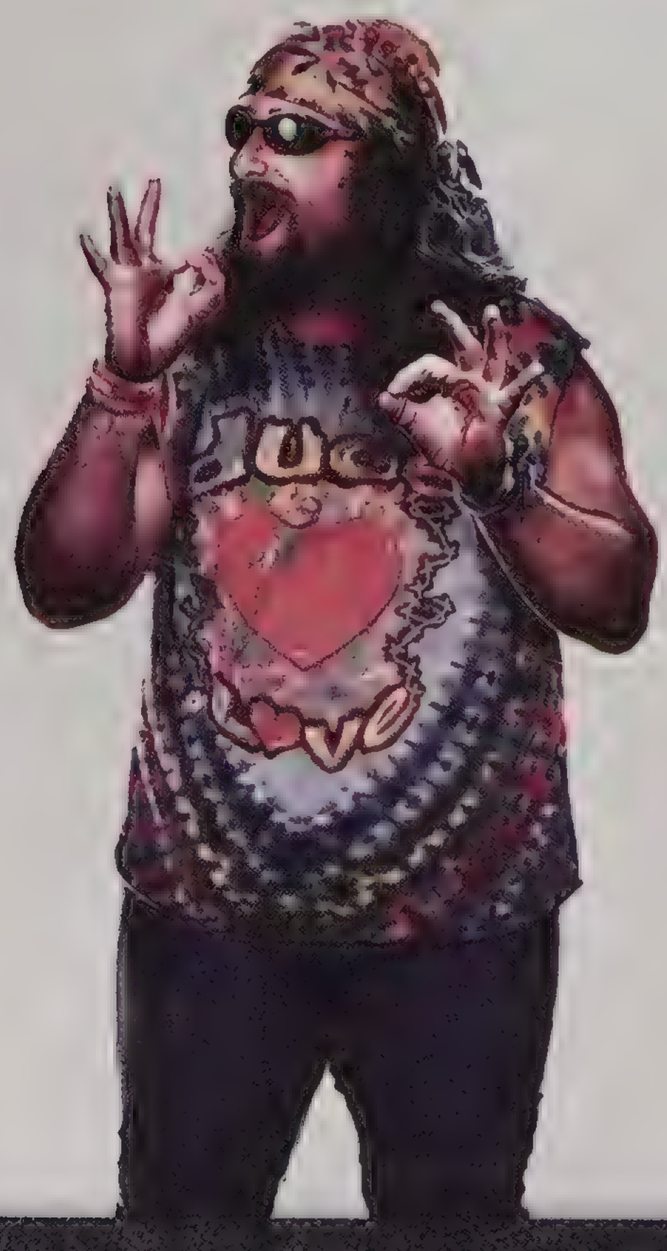
Hidden Objective: Pin Dude Love in 1 minute

Go ahead and take Dude Love down and settle in for the pin—he doesn't have to be critical here. Stone Cold Steve Austin uses Mr McMahon's hand for the three-count and the win.

After a few seconds go by, Dude Love will leave the ring and talk to Mr. McMahon. The Hidden Objective appears along with the 20 second timer. Grab a chair and take after Dude Love. A cinematic will play that has Dude Love duck, leaving Mr. McMahon to take the chair square.

Objective: Win by pinfall

You'll have to do some more damage to Dude Love to keep him from kicking out of your pin attempt. The ref is still out, but don't worry. Stone Cold Steve Austin will call his own three-count.



BROTHERS OF DESTRUCTION

15 MATCHES

This level follows the storyline of Kane and Undertaker—from bitter rivals to powerful allies, and then finally to a battle for the WWE Championship. This level contains some very interesting challenges. You'll play a 1 vs. 2 Match, a Triple Threat Steel Cage Match, and several other types of matches. There are 15 matches in all, with many key stars from the "Attitude Era" represented.

KANE VS. UNDERTAKER

JUNE 1, 1998

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Perform a Chokeslam
» Succeed at the "WWE Attitude" Moment
» Perform a Tombstone Piledriver and pin Undertaker in 10 seconds

MATCH STRATEGY

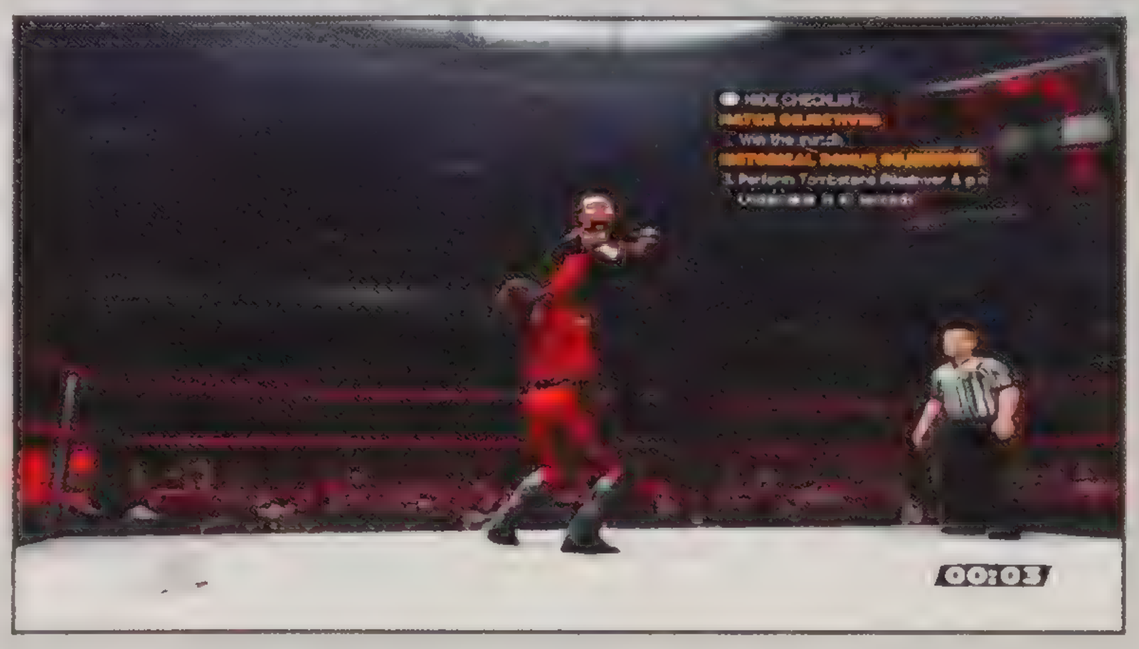
This is a *Normal Match* between Kane and Undertaker. You play as Kane.

Objective: Succeed in the "WWE Attitude" Moment

After you do a bit of damage on Undertaker, he'll start to argue with ref. If you are successful in the mini-game, Kane will hit the ref with an Avalanche that was intended for Undertaker. After a few seconds, Undertaker will hit you with a Chokeslam and run into Mankind on the apron.

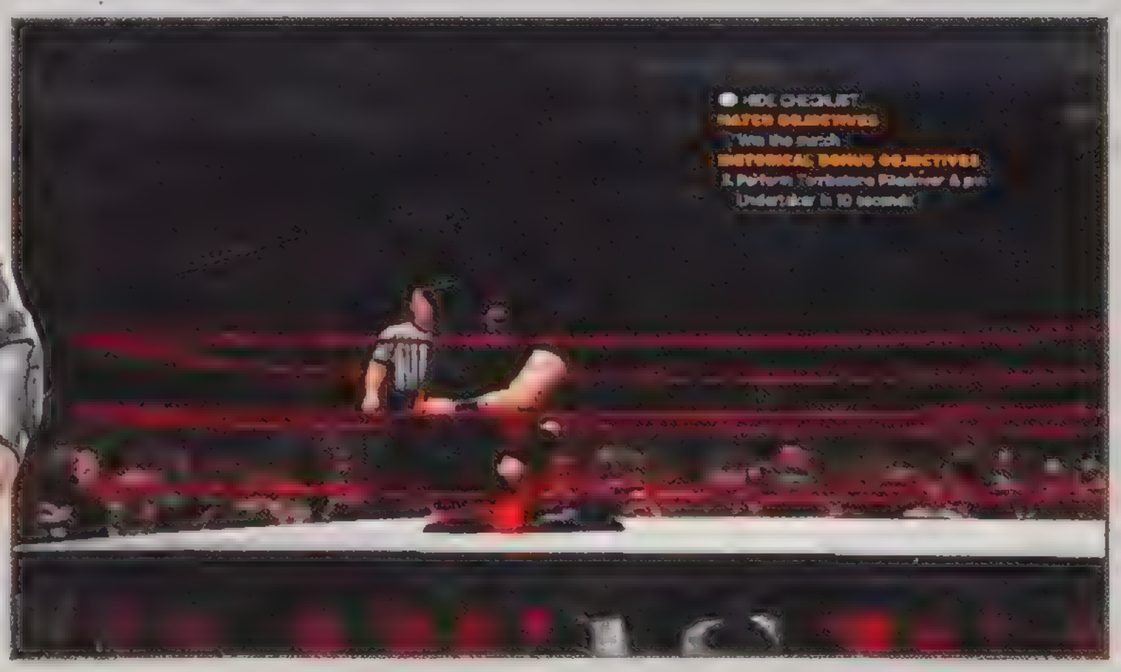
Undertaker falls prey to the Mandible Claw, but he reverses it!

Objective: Perform a Chokeslam



Hit Undertaker with Chokeslam to clear that objective.

Objective: Perform a Tombstone Piledriver & pin Undertaker in 10 seconds



You may have Undertaker well into critical damage prior to attempting the Tombstone Piledriver. If so, he should be easily pinned.

KANE & MANKIND VS. STONE COLD STEVE AUSTIN & UNDERTAKER

JUNE 15, 1998

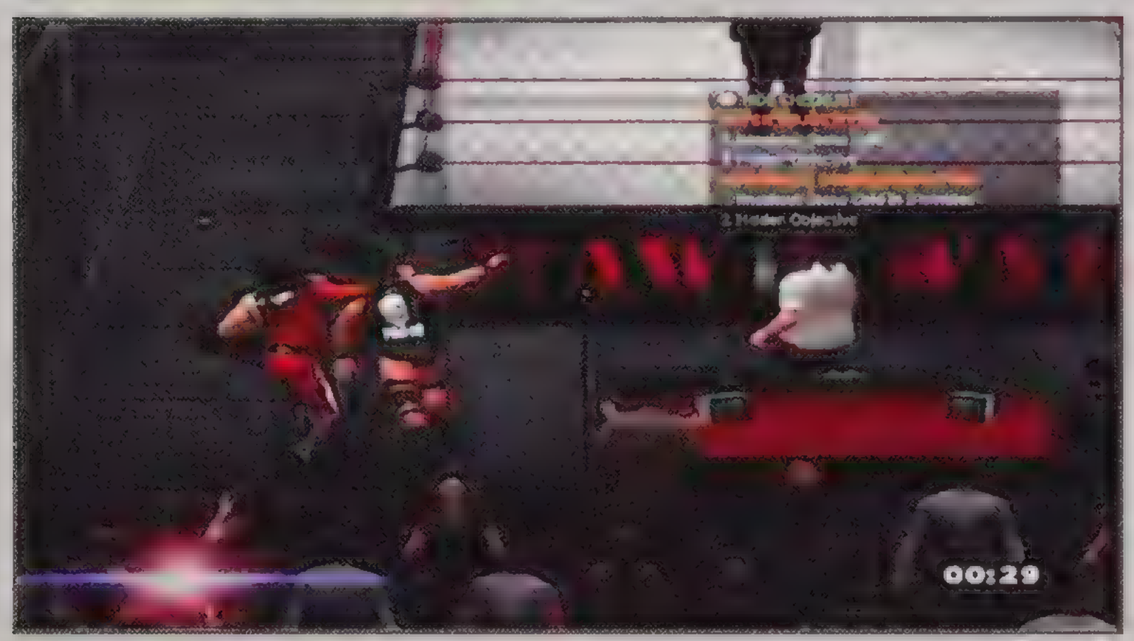
MATCH OBJECTIVES

» Make your way to the front of the Cell
» Hidden Objective: Knock out Stone Cold
» Hidden Objective: Knock out Bearer in 1 minute

HISTORICAL BONUS OBJECTIVES

» Hidden Objective: Knock out Stone Cold in 2 minutes
» Hidden Objective: Knock out Bearer in 1 minute

MATCH STRATEGY

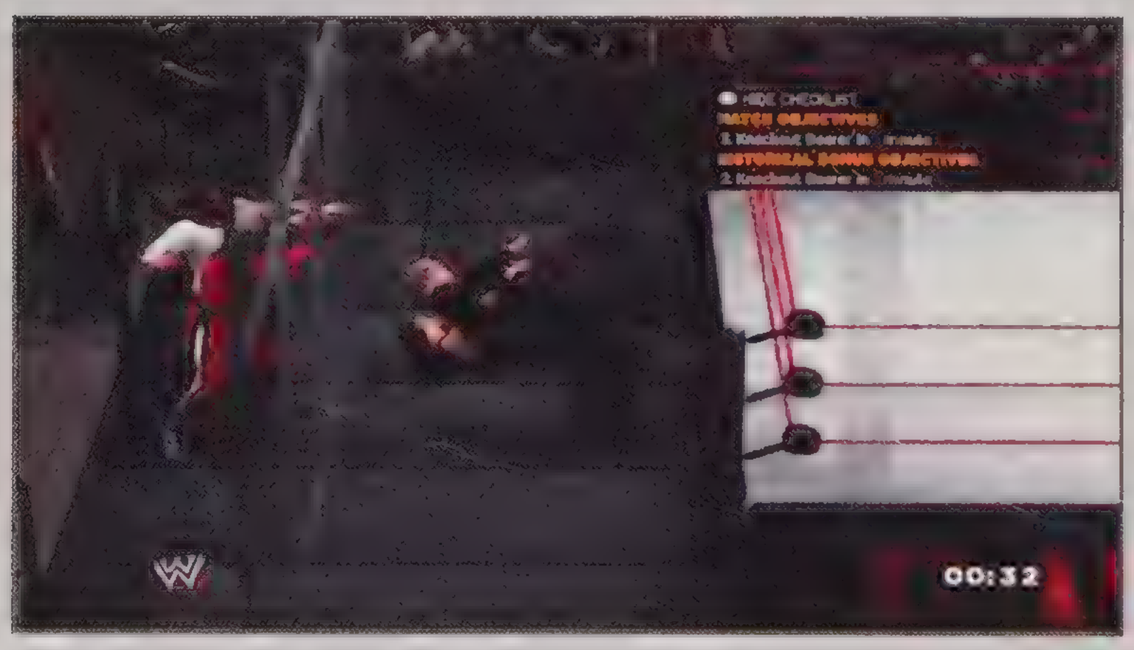


Objective: Make your way to the front of the Cell

Hidden Objective: Knock out Stone Cold in 2 minutes

After you walk Stone Cold Steve Austin, Kane and Mankind will appear and engage, and the second Hidden Objective will reveal itself. Your control switches to Kane. Repetitively pick up and slam Stone Cold Steve Austin into the outside of the Cell with vicious Hammer Throws. You'll need to do this for 60 to 90 seconds in order to successfully knock him out.

Objective: Knock out Paul Bearer in 1 minute



You're in the ring with Paul Bearer. Use a different tactic here to make it easier to knock him out in time. Immediately use a running grapple to start things off, and then Hammer Throw him out of the ring. Follow him and hit him with big grapples on the hard floor.

Try adding some strike and grapple combos before ending things with a Chokeslam for the win.

BONUS MATCH: KEN SHAMROCK VS. THE ROCK

JUNE 28, 1998

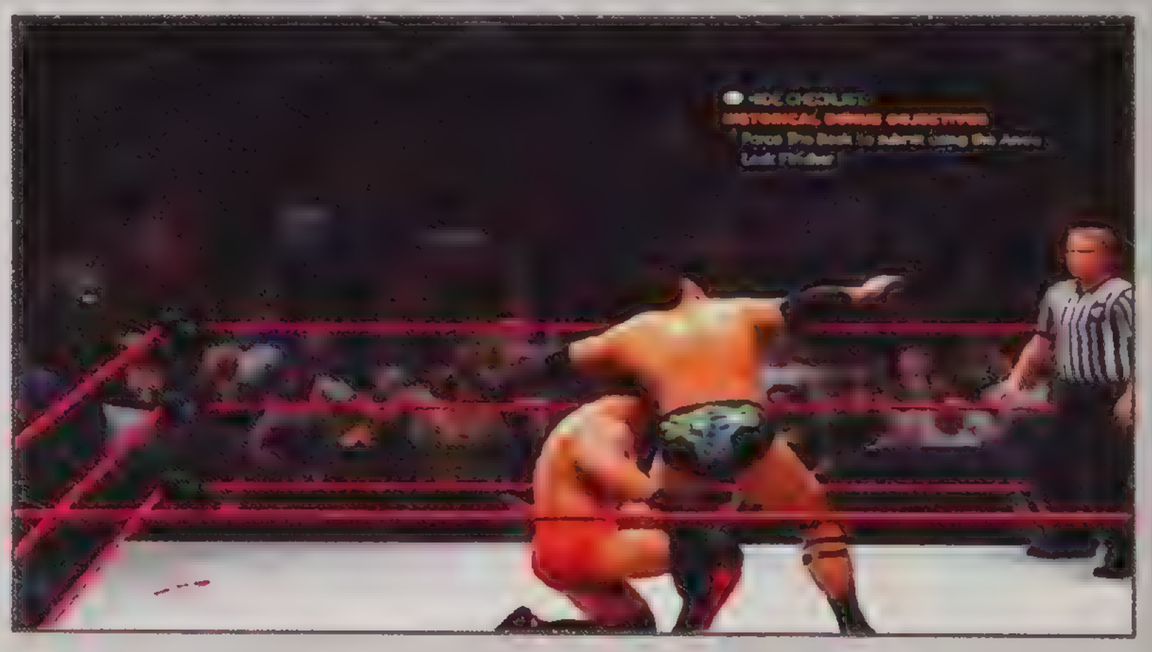
HISTORICAL BONUS OBJECTIVES

» Force The Rock to submit using the Ankle Lock Finisher

MATCH STRATEGY

Getting to the Ankle Lock Finisher is no problem, as the Finisher icon lights up when you're near the lower body of your downed opponent. Forcing the tap before The Rock takes you out is another matter—especially on the harder difficulty levels. You'll have to strategically attack his legs.

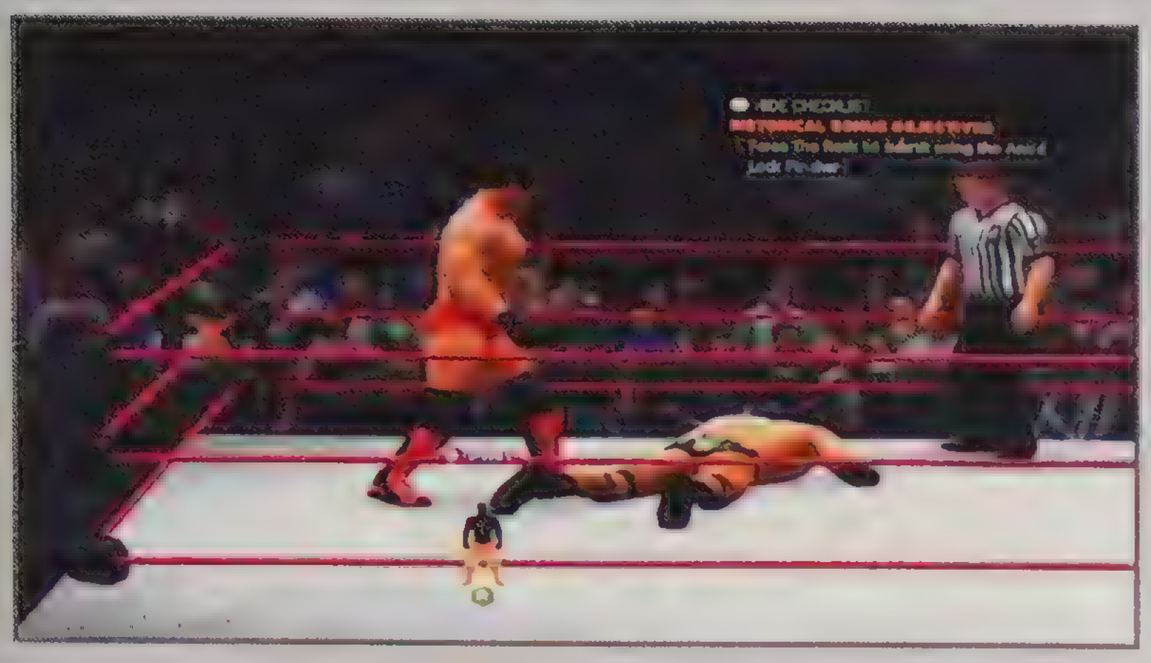
Objective: Force The Rock to submit using the Ankle Lock Finisher



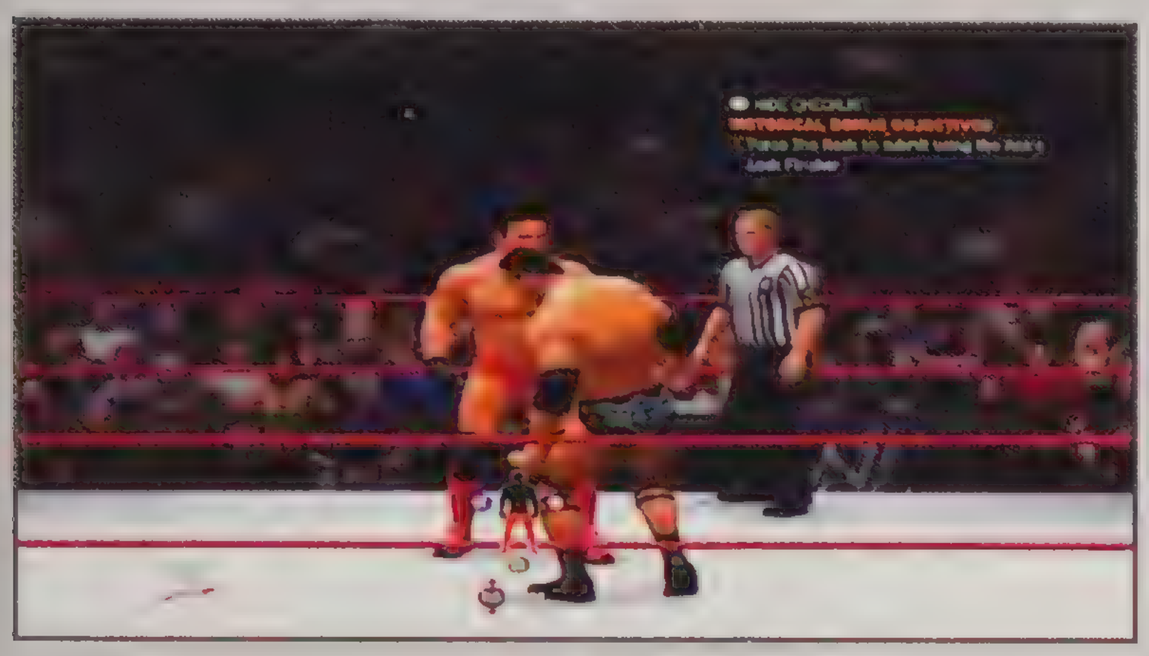
The key to this match is to keep the momentum going in your favor by putting the pressure on The Rock with the following attack progression: strike, chain grapple lock, and then limb target the legs (hold RB or R1 and press grapple).

TIP

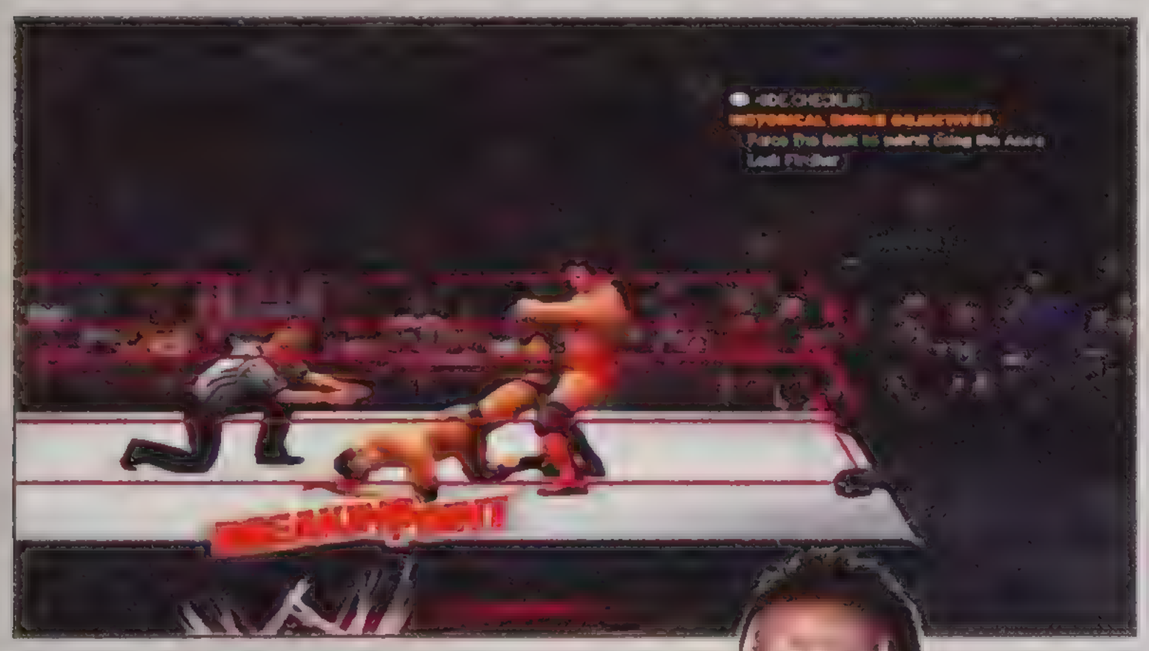
Don't wait for the limb targeting system indicator to show up when you're in a chain grapple. Your opponent will reverse if you take too long. Get into the initial lock—holding the RB or R1 while you initiate the lock—and then immediately attack by pressing grapple.



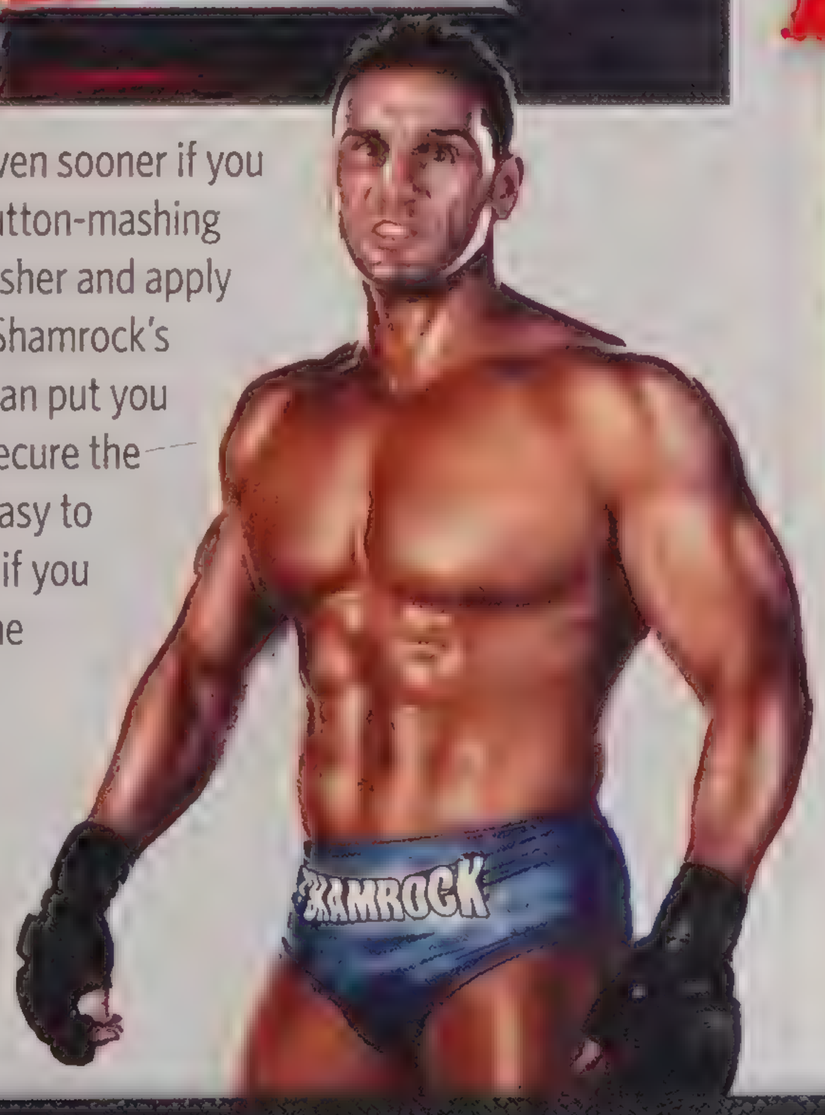
When your opponent is down, attack his legs by pressing RB or R1 and strike or grapple.



When The Rock is groggy, go directly to the limb targeting system and target his legs. You should have his legs in a critical state by now.



When you see red—or even sooner if you want to get into a real button-mashing battle—work up to a Finisher and apply the Ankle Lock Finisher. Shamrock's Signature Move Suplex can put you in a perfect position to secure the hold. It should be fairly easy to get a submission victory if you do enough damage to The Rock's legs beforehand.



UNDERTAKER VS. MANKIND

JUNE 28, 1998

MATCH OBJECTIVES

- Throw Mankind off the Cell through the announcer table
- Hidden Objective: Perform a Chokeslam on the top of the Cell roof door
- Win the match

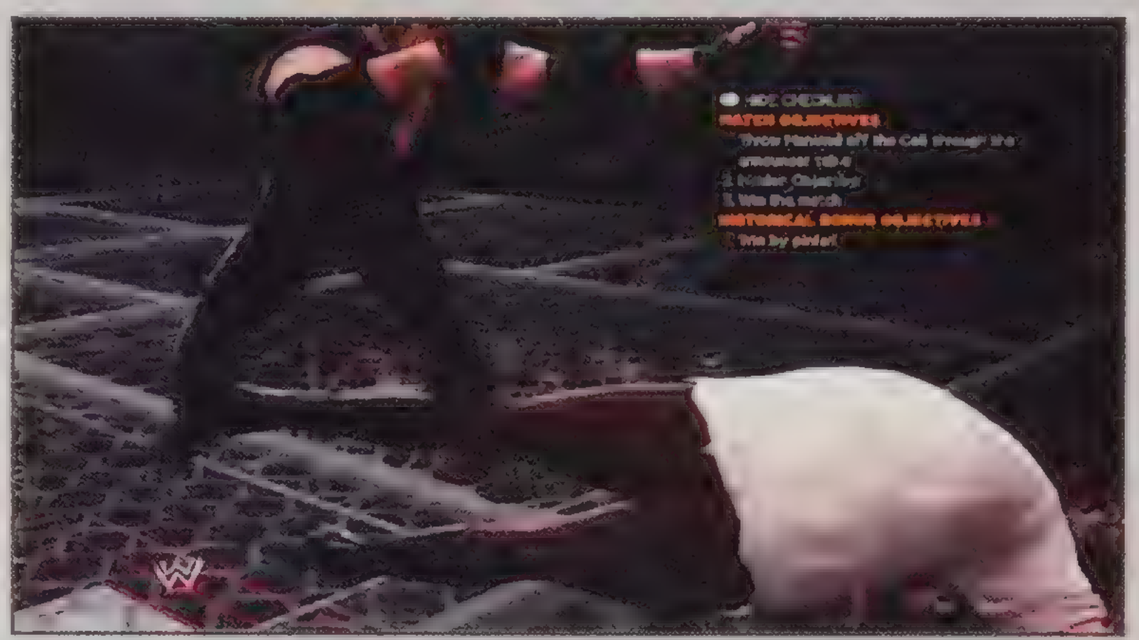
HISTORICAL BONUS OBJECTIVES

- Win by pinfall

MATCH STRATEGY

This is the beginning of a *Hell in a Cell* Match, but once you make it into the ring you'll grab an easy pin on Mankind. You'll do all your work on the Cell roof.

Objective: Throw Mankind off the Cell through the announcer table

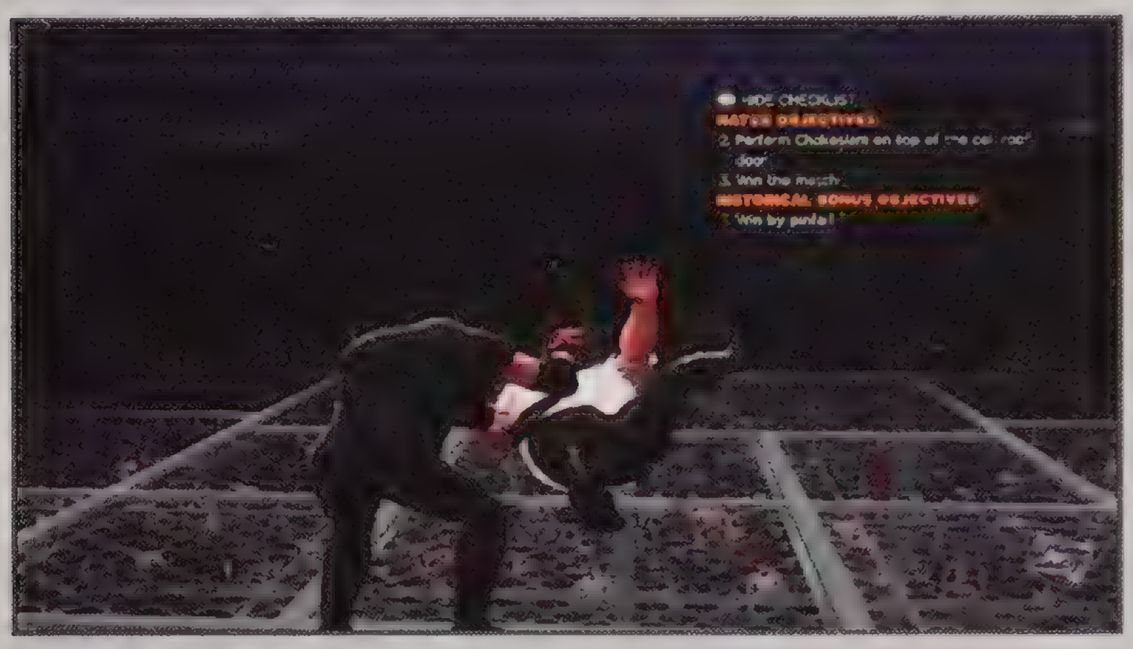


After the cinematic plays, you start off on the roof with Mankind. There's a chair here, but you can ignore it. Your task is to toss Mankind off the right-side roof and re-create one of the most famous moments in WWE history. Irish whip Mankind across the roof and he'll balance on the edge. Press grapple to give him a swift gut kick and toss him off.

CAUTION

Mankind is good at reversals, so approach carefully. A reversal here means he tosses YOU off the roof and an "Objective Failed" is plastered across the screen. If you're too far away after the whip, let him come toward you a couple steps after he recovers and hit him with another whip so you can immediately press grapple.

Hidden Objective: Perform a Chokeslam on the top of the Cell roof door

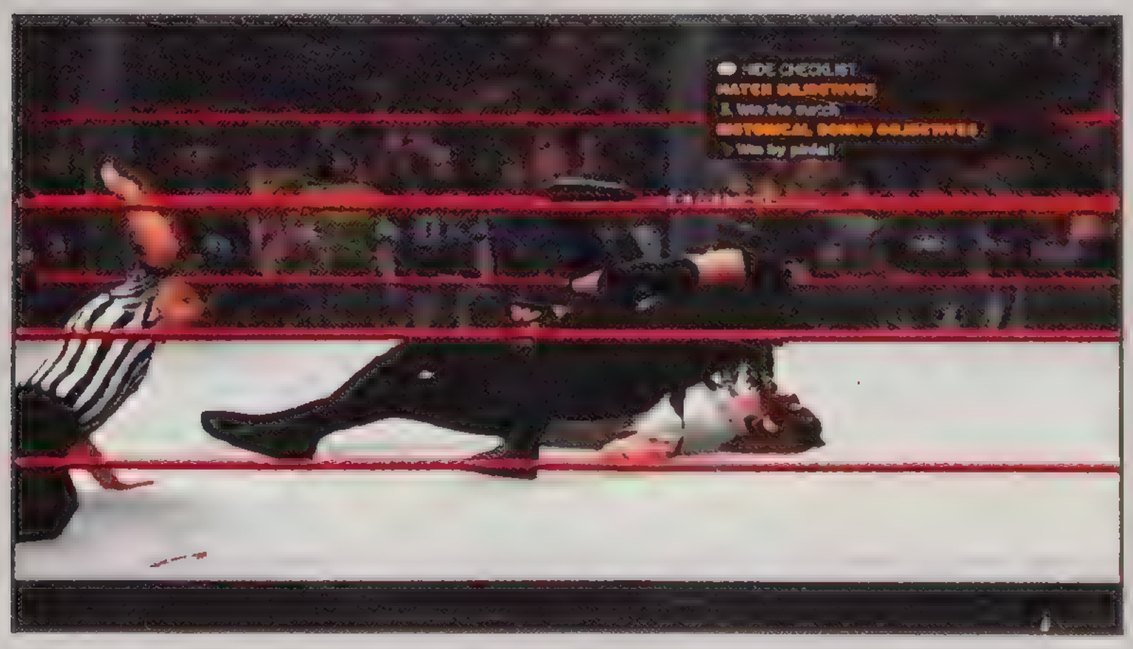


After Mankind is down, he'll get his second wind and climb up the Cell for more action. Taunt to open up a Finisher. When you get your Signature Move unlocked, store it by clicking the right analog stick so that you can get right to the slam. Stand just left of the center of the roof (the center has a straight beam that runs the entire width of the Cell) and press the Finisher button when Mankind is close.

TIP

Rather than struggle to open up a Finisher while grappling with Mankind, whip him to the edge and toss him off again. It will take him a little while to climb back up, giving you ample time to taunt and get a Finisher stored.

Objective: Win by pinfall



Walk over and pin Mankind. It's that easy.

KANE VS. STONE COLD STEVE AUSTIN

JUNE 28, 1998

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Succeed at the "WWE Attitude" Moment

MATCH STRATEGY

This is a *Normal Match* with Stone Cold Steve Austin. You are once again playing as Kane.

Hit Stone Cold Steve Austin with a mixed combination of strikes and grapples. When you get him to Light Damage, Mankind comes out onto the stage and heads down to the ring with a chair. Leave the objects alone and focus on Austin within the rules of a *Normal Match*.

Objective: Succeed at the "WWE Attitude" Moment

When he takes Moderate Damage, Stone Cold Steve Austin complains to the ref, who (if you succeed at the mini-game) gets slammed into the turnbuckle once again. This triggers a cinematic where Undertaker enters the ring, takes everybody out, and attempts to rouse the ref. Kane hits Undertaker with the chair, and then Stone Cold Steve Austin grabs the chair from Kane and gets disqualified by the referee.

STONE COLD STEVE AUSTIN VS. KANE

JUNE 29, 1998

MATCH OBJECTIVES

» Win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Perform a diving attack off the apron
» Perform an Irish whip and make Kane flip over the double steel steps
» Perform the Lou Thesz Press Signature Move
» Perform a Finisher on Kane & pin him in 10 seconds

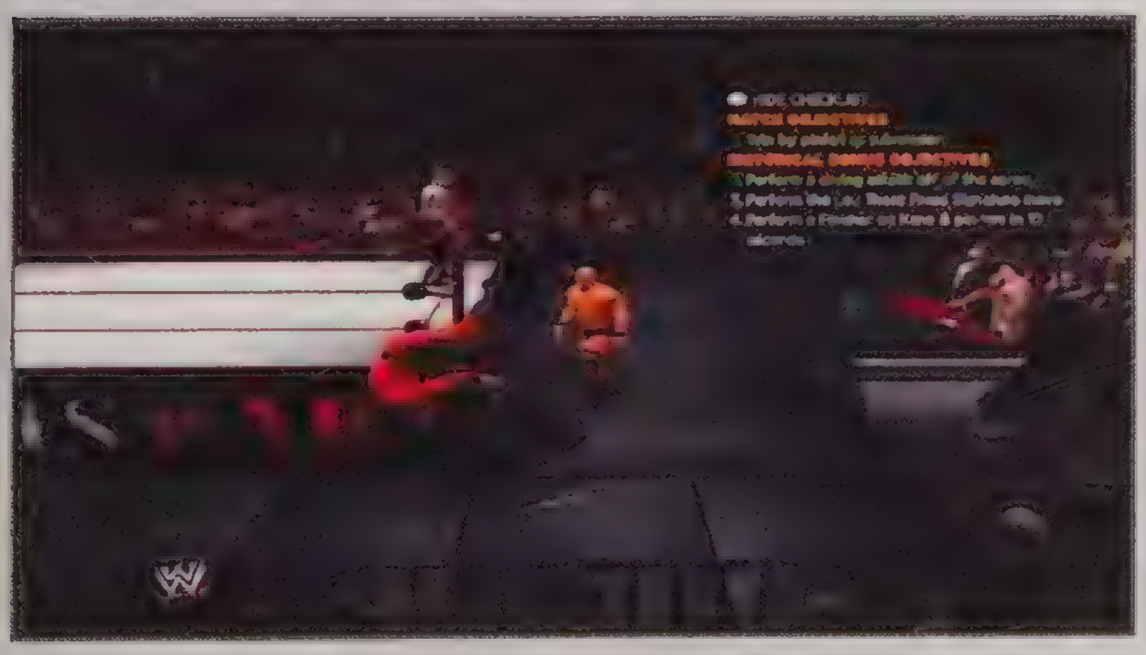
MATCH STRATEGY

This is another *Normal Match* with Stone Cold Steve Austin attempting to retrieve the WWE Championship from Kane.

Objective: Perform a diving attack off the apron

Hammer Throw Kane out of the ring. Step onto the apron with LB or L1 and press strike to execute a dive attack. You can hit a standing Kane with the Double Axe Handle to "handle" the first objective.

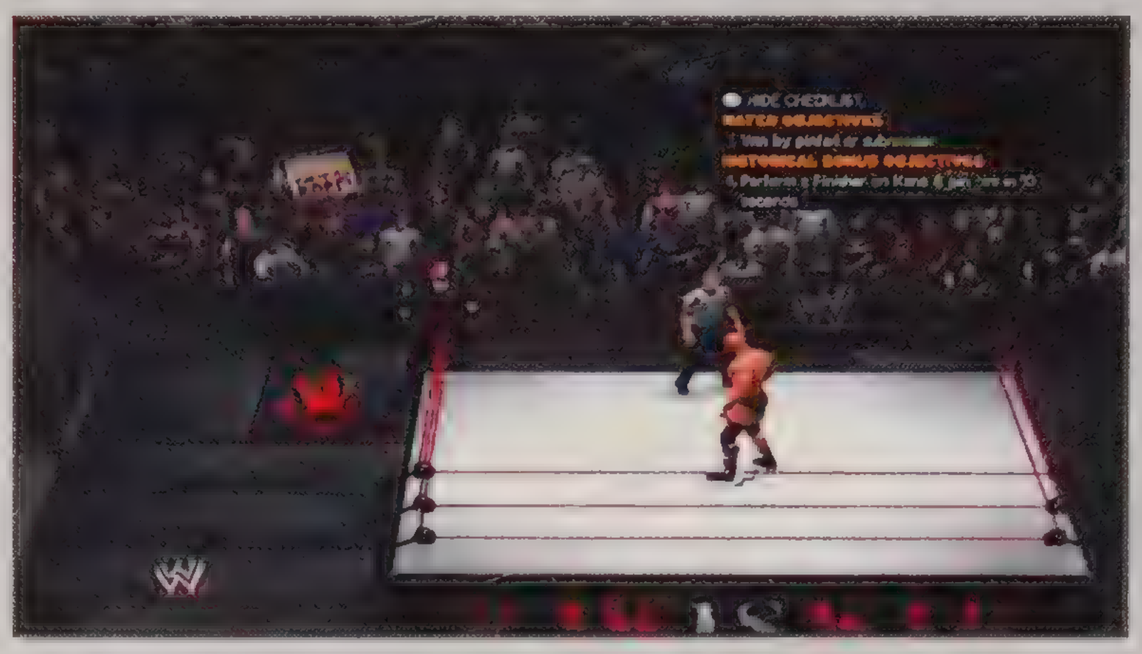
Objective: Perform an Irish whip and make Kane flip over the double steel steps



Before anyone messes with the steel steps (knocks into them, picks them up, etc.) they are "double" steel steps. Irish whip Kane square into the side of the steps to make him flip over them and break them down.

NOTE

If you perform this objective later in the match when Undertaker is out there with you, he may whip Kane across them and meet the objective for you.



What a nice guy Undertaker is!

Objective: Perform the Lou Thesz Press Signature Move

It's time for another Lou Thesz Press from Stone Cold Steve Austin.

Objective: Perform a Finisher on Kane & pin him in 10 seconds

You've got your work cut out for you in this match. Kane suddenly becomes a very difficult opponent. Unless you slammed him with some serious damage leading up to this moment, you won't pin him with your first Finisher. Build it back up and hit him with another Finisher before you move in for the pin.

Stone Cold Steve Austin is the WWE Champion once again!

STONE COLD STEVE AUSTIN VS. UNDERTAKER

AUGUST 17, 1998

MATCH OBJECTIVES

» Complete all Historical Bonus Objectives

HISTORICAL BONUS OBJECTIVES

» Perform a Lou Thesz Press Signature Move

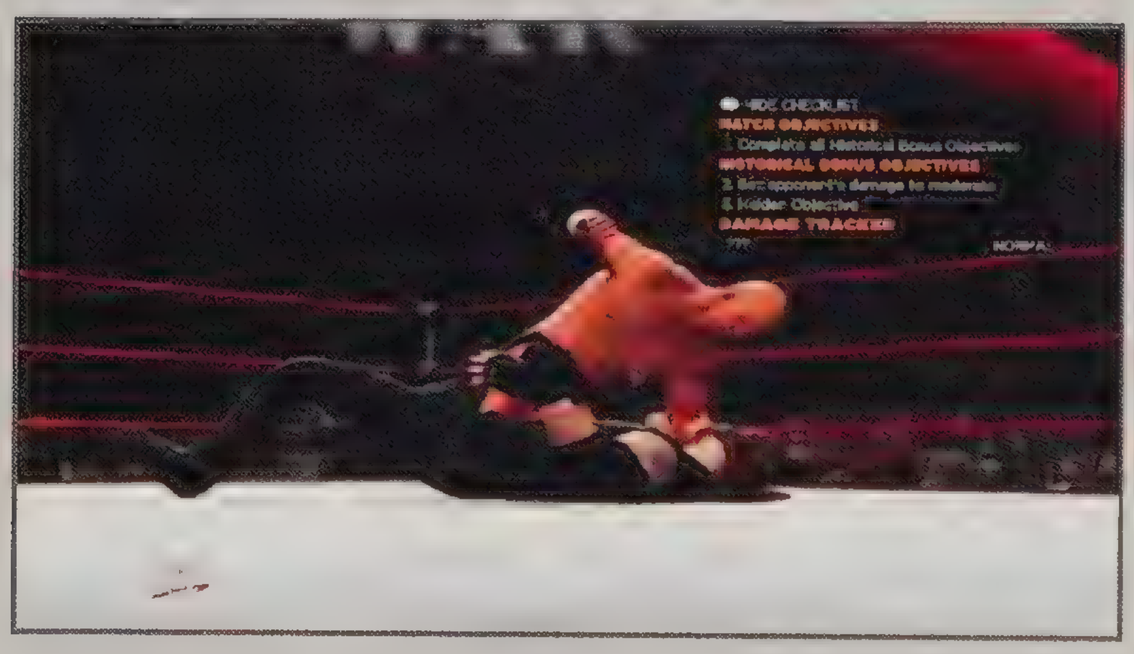
» Get the opponent's damage to moderate

» Hidden Objective: Drag your opponent up to the hearse

MATCH STRATEGY

Stone Cold Steve Austin enters the ring fired up to face Undertaker. Wait... it's Kane! He's dressed up like Undertaker!

Objective: Perform a Lou Thesz Press Signature Move



Undertaker is a bit resilient in this match. Use strikes and grapples to work your momentum up for the Signature Move. Hit him with the Lou Thesz Press—his Damage Tracker might still read "Normal".

Objective: Get the opponent's damage to moderate

Hit the opponent with a Stone Cold Stunner right after the Lou Thesz Press and that should the trick! Straight to Moderate Damage.

Hidden Objective: Drag your opponent up to the hearse

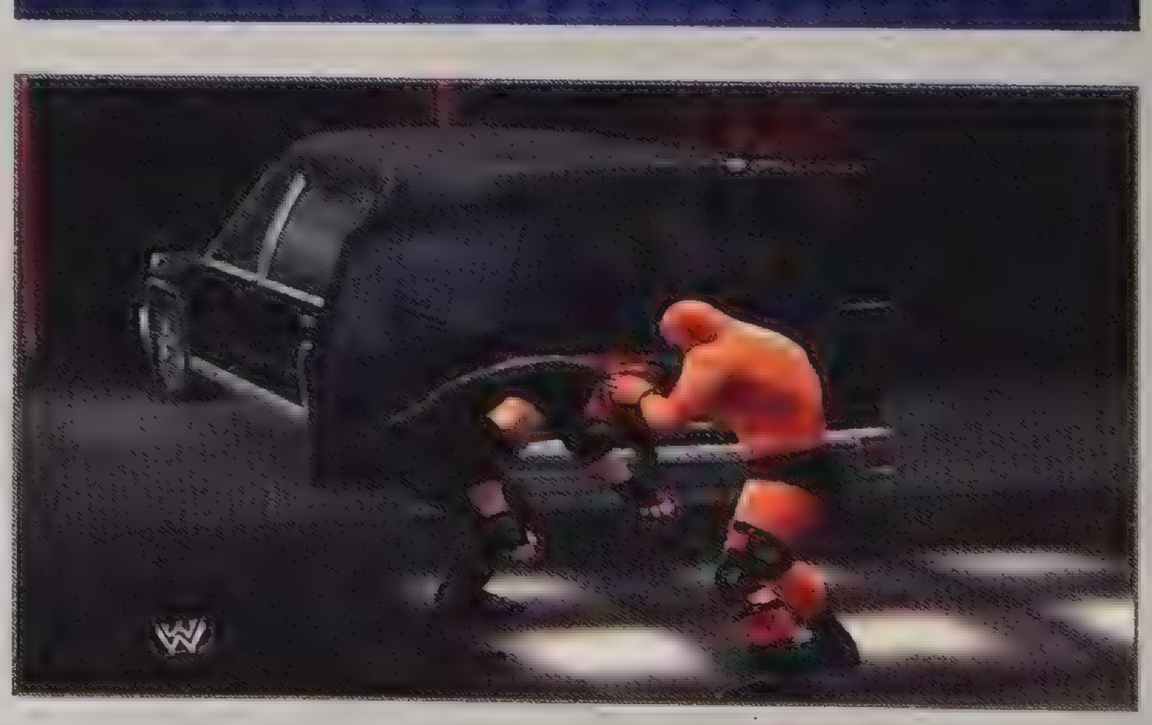
The hearse is parked up on the stage. You'll have to get your opponent up to the back of the car.

NOTE

The objective says "drag", but that would take forever. You can whip him up the ramp and sprint up after him. It takes two whips to get him all the way there from the ring.

TIP

Whenever you have to move an opponent to another area, whip them. Even if they follow you, they usually just walk. Whipping them expedites the process.



When he's up against the back of the hearse, chain grapple and press LT+RT or L2+R2 to "drag" him. If he's up against the back of the car, performing the drag will immediately trigger the cutscene—you don't have to drag him anywhere.

KANE VS. MANKIND

AUGUST 24, 1998

MATCH OBJECTIVES

» Get Mankind's damage to critical & attempt a pin

HISTORICAL BONUS OBJECTIVES

» Hit Mankind with a chair

» Hit Mankind with the steel steps

» Perform 3 Chokeslams

MATCH STRATEGY

This is a fun *Hell in a Cell* Match that will let you battle with a very durable Mankind. Use objects, the Cell wall, and your powerful Finishers to get him to critical.

Objective: Hit Mankind with a chair

Objective: Hit Mankind with steel steps

There is no real order to these objectives; the steel steps can come first if you prefer.

Have fun with this match! Try hitting Mankind with an awesome environmental grapple against the Cell wall...

...Then, seconds later, blast him with the chair.

Objective: Perform 3 Chokeslams

Any time you are required to hit the opponent with multiple Finishers, you will have the option to stay away and taunt to build momentum. You can opt to engage Mankind and mix in the occasional taunt here and there to keep the momentum flowing.

After the third Chokeslam, Mankind's damage is probably at critical. Attempt the pin to start the cutscene.

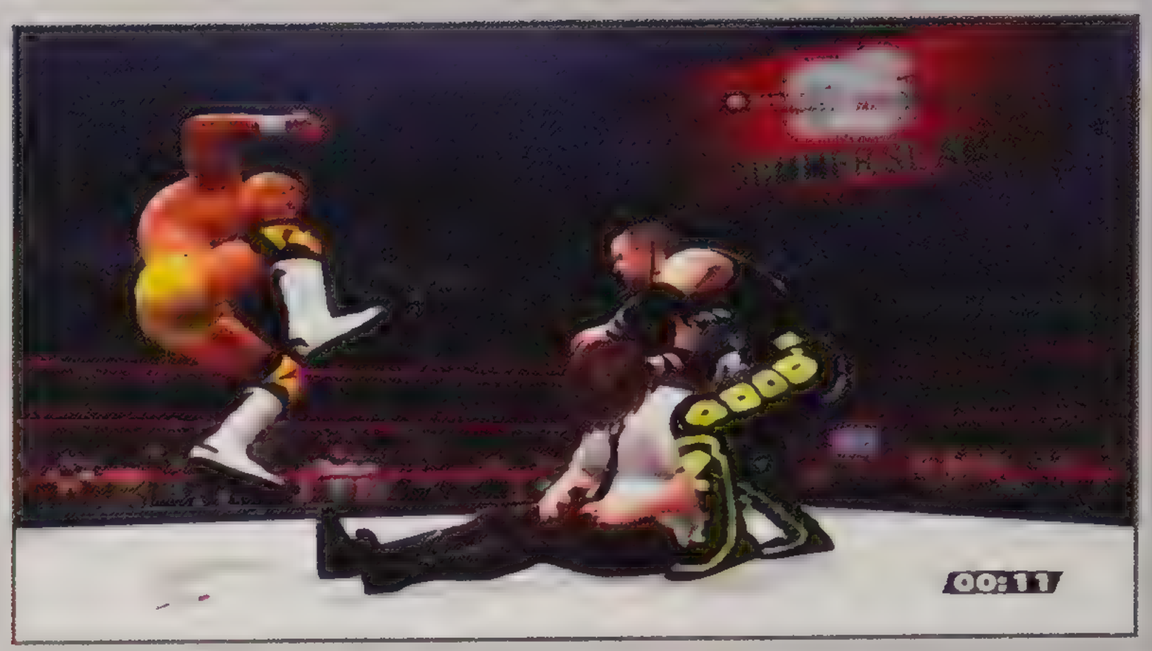
Stone Cold Steve Austin comes out of nowhere and blasts Kane with a barrage of boots to the belly.

BONUS MATCH: NEW AGE OUTLAWS VS. MANKIND

AUGUST 30, 1998

HISTORICAL BONUS OBJECTIVES

- Strike Mankind with any object 10 times
- Perform 2 double team moves
- Perform a Tag Team Finisher & win by pinfall in 10 seconds
- Win in 5 minutes

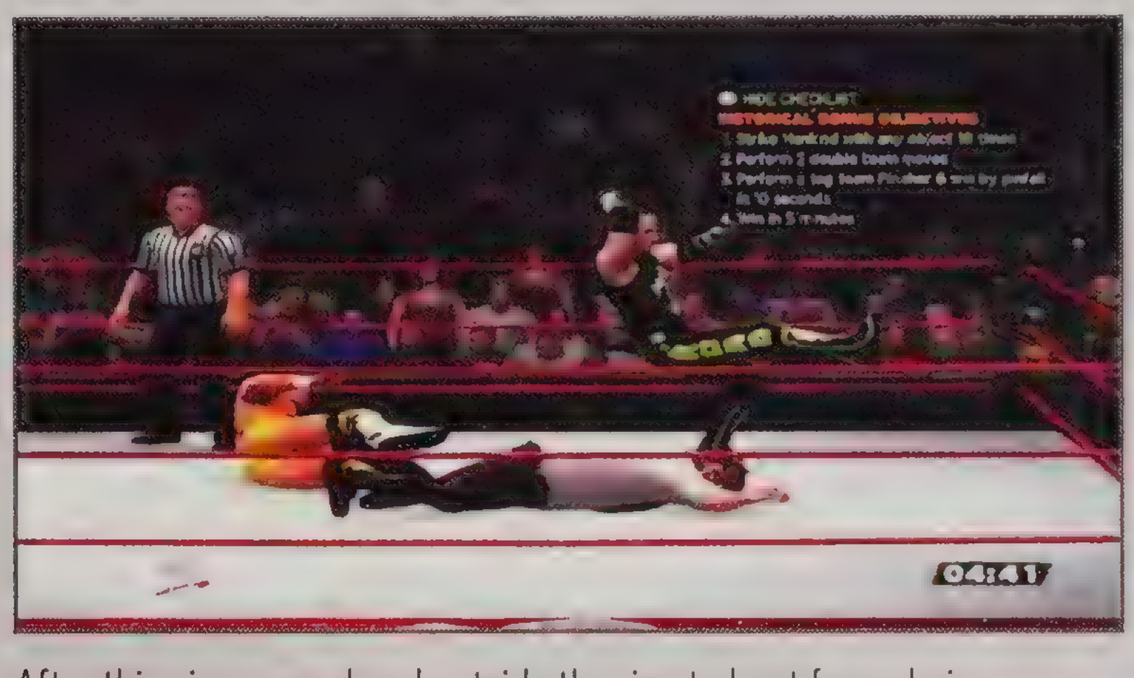


MATCH STRATEGY

The clock is ticking, so get right to the objectives. Whip Mankind into the team corner and press grapple to initiate a double team move.

Objective: Strike Mankind with any object 10 times

Objective: Perform 2 double team moves



After this nice move, head outside the ring to hunt for a chair.

The 10-hit objective means that you'll have to use three objects, as your Superstar will drop each object after the fourth strike with it.

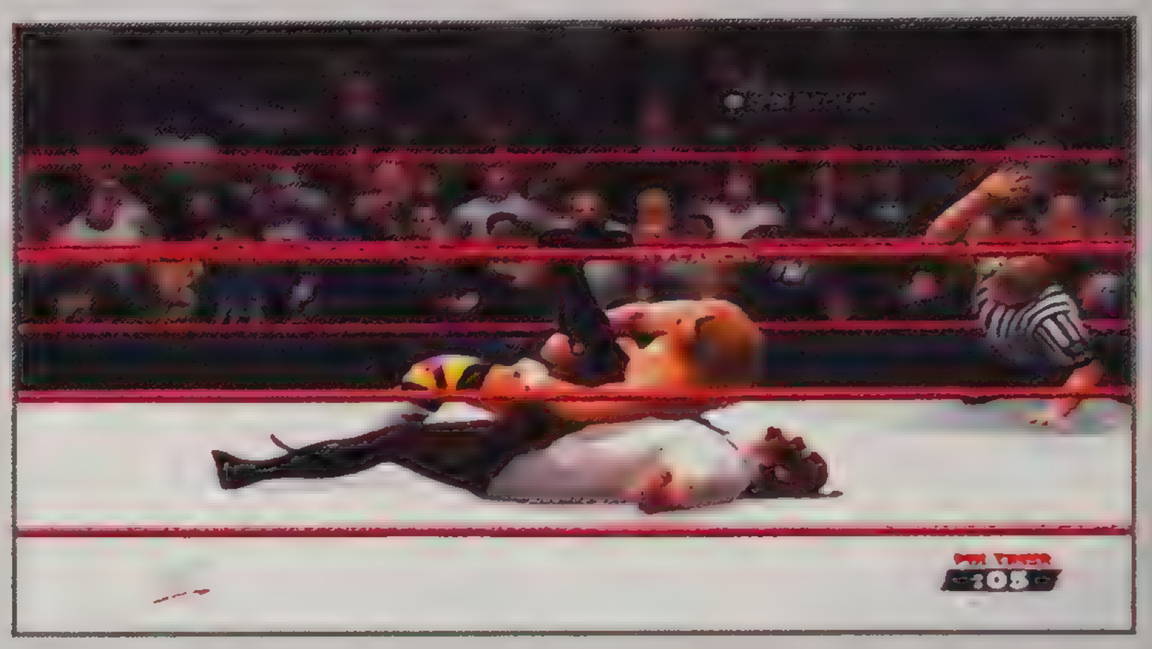
NOTE

Chairs break after four strikes. You can hit more quickly with chairs than with heavy stairs, but any object will do.

Objective: Perform a Tag Team Finisher & win by pinfall in 10 seconds

Objective: Win in 5 minutes

Mankind has great Durability so you may need to use two or more Tag Team Finishers to finish him off.



Jump on the pin right away to beat the 10-second timer. Try to take the match before your five minutes are up!

BONUS MATCH: TRIPLE H VS. THE ROCK

AUGUST 30, 1998

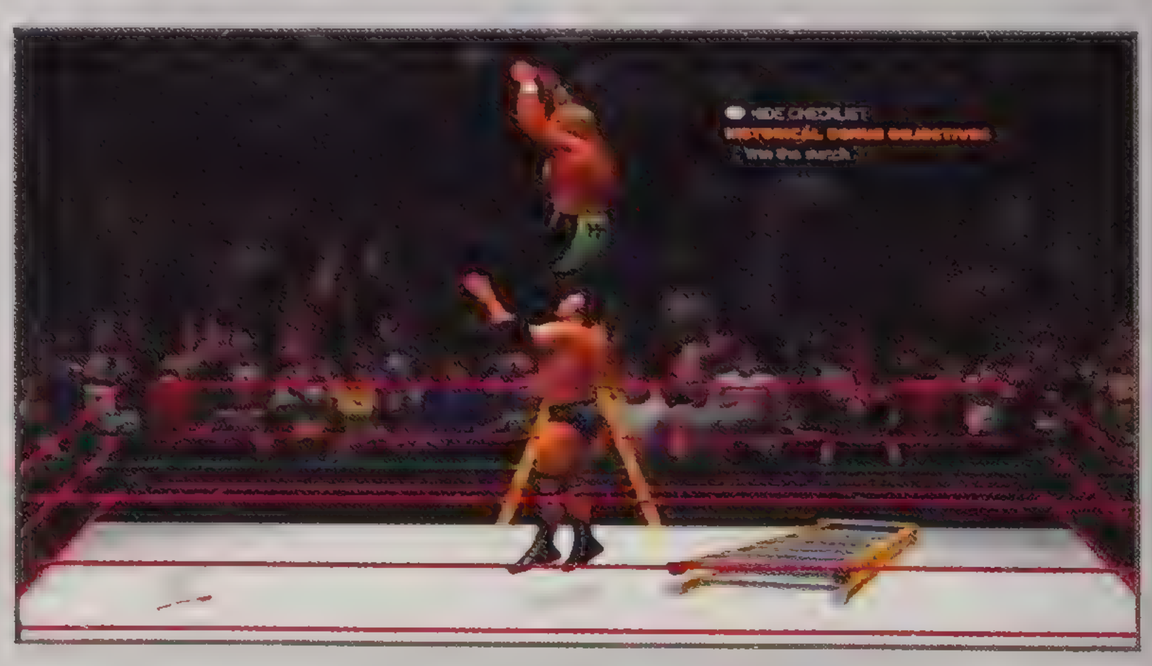
HISTORICAL BONUS OBJECTIVES

- Win the match

MATCH STRATEGY

This is another Ladder Match and Mark Henry is present ringside. He'll periodically toss ladders into the ring for you.

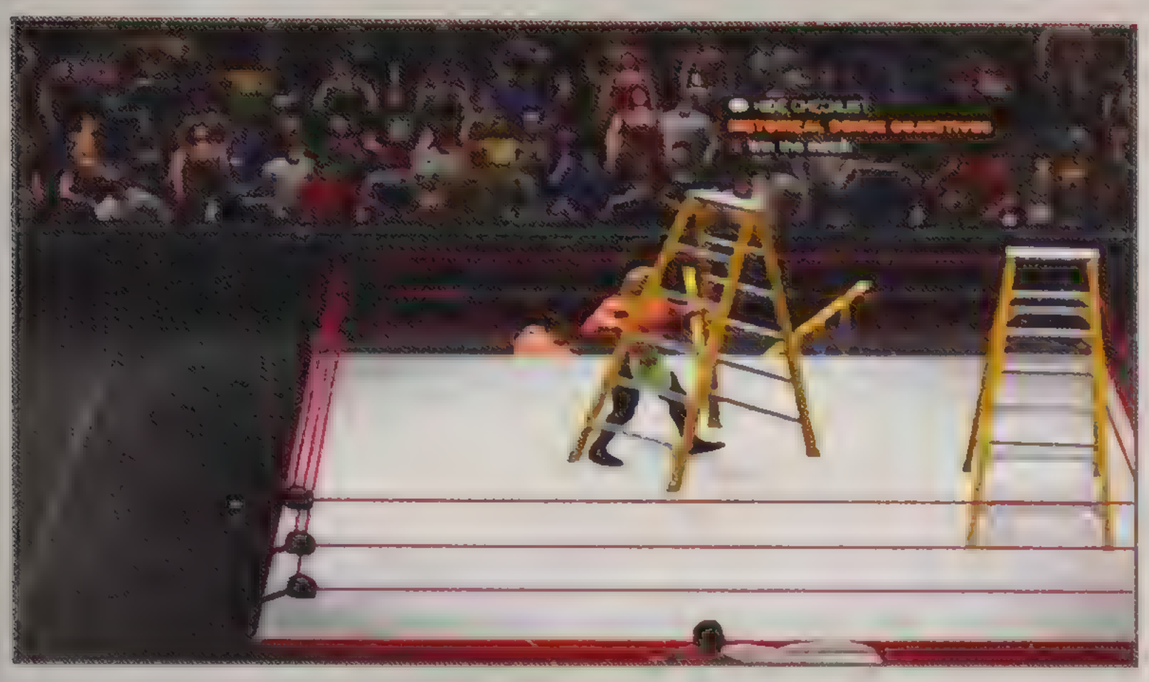
Objective: Win the match



The objective is straight-forward enough. It's easier said than done, however. The Rock pulls out all his tricks—he'll use sledgehammers, rock your ladder out from underneath you, and suplex you off the top.

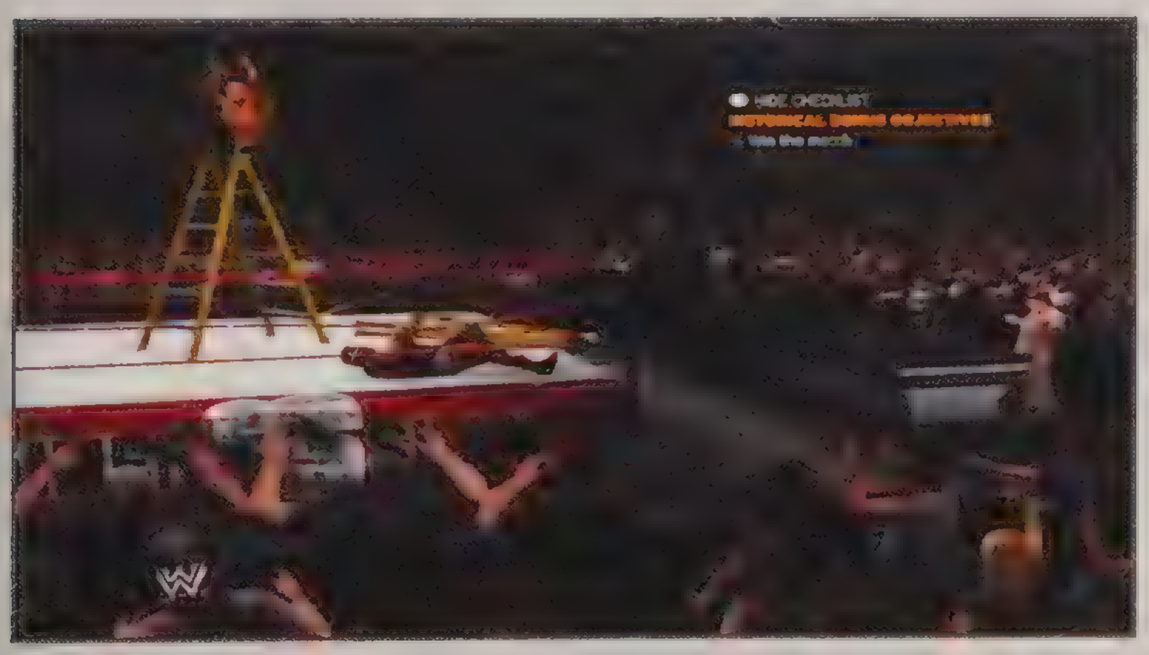
CAUTION

If you get knocked off the ladder late in the match, you likely will not recover in time to stop The Rock from winning.



Hammer Throw The Rock out of the ring and set up the ladder in the shadow of the hanging Championship. Keep the fight out of the ring as much as possible so that you don't move or knock over the ladder.

Load up a Finisher and use an OMG Moment to blast The Rock through the crowd barricade. Whip him into the rounded corner and press the Finisher button. He'll be planted out there for a bit, giving you ample time to pull down the Championship in peace.



Climb the ladder to the second-to-last step near the top (press LB or L1 once at the bottom). Follow the "Reach", "Hold", and "Pull" instructions to beat the ladder mini-game for the victory.

STONE COLD STEVE AUSTIN VS. UNDERTAKER

AUGUST 30, 1998

MATCH OBJECTIVES

» Win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Slam Undertaker through the announcer table

» Perform a Finisher & win by pinfall in 10 seconds

MATCH STRATEGY

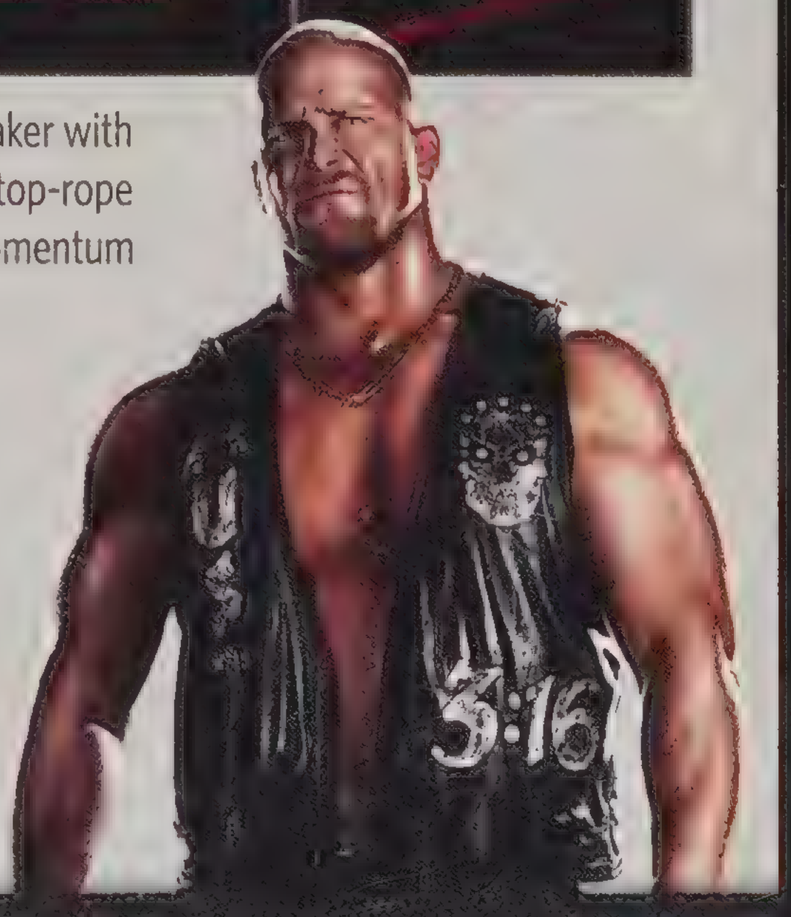
This is a Normal Match with Undertaker.

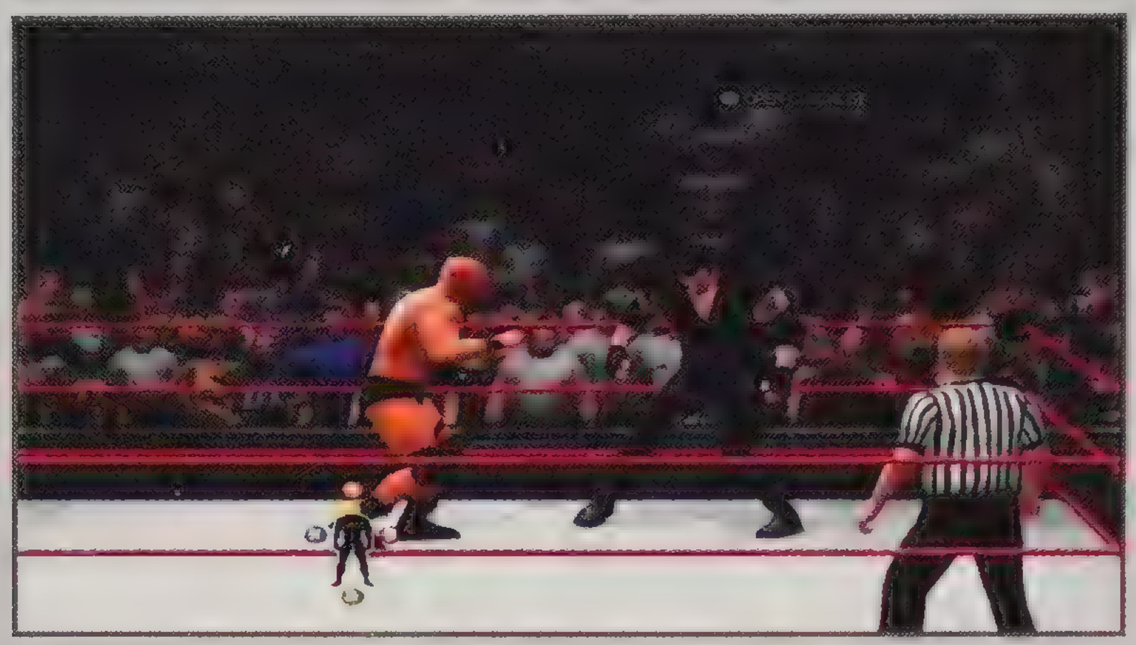
Objective: Slam Undertaker through the announcer table

After you take apart the announcer table, use a running grapple or directional throw to blast Undertaker through it.

Objective: Perform a Finisher & win by pinfall in 10 seconds

You can work over Undertaker with explosive grapples—like a top-rope superplex—to keep the momentum going in your favor.





KANE VS. UNDERTAKER VS. STONE COLD STEVE AUSTIN

SEPTEMBER 27, 1998

MATCH OBJECTIVES

» Pin Austin while he has critical damage

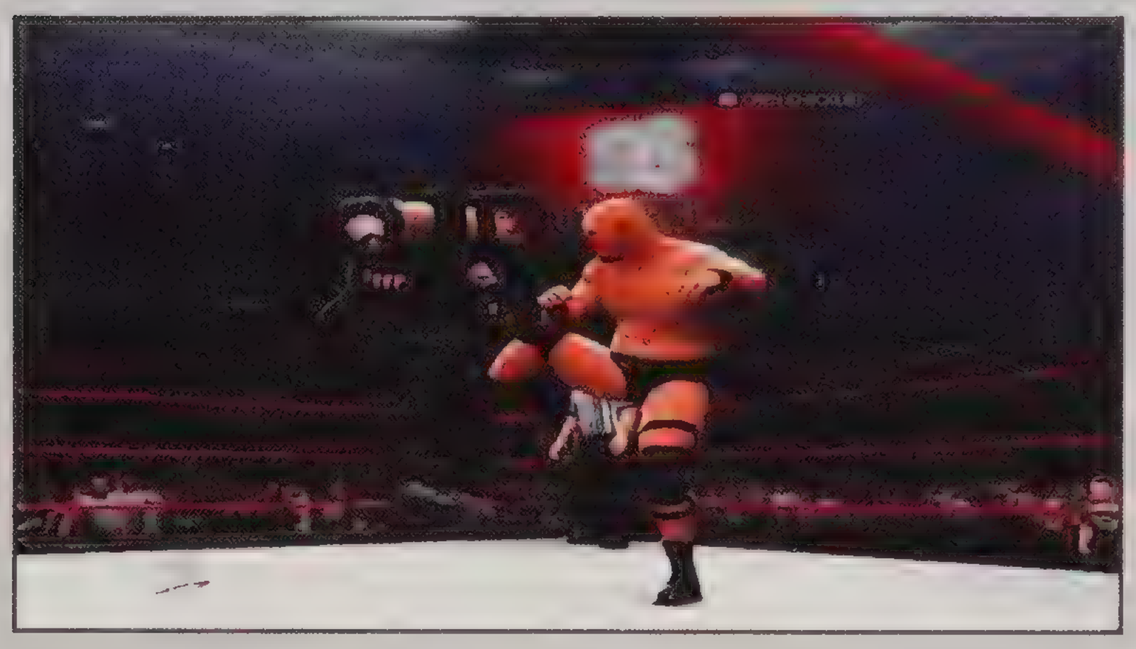
HISTORICAL BONUS OBJECTIVES

» Perform a double team move in-ring on Austin when he has critical damage

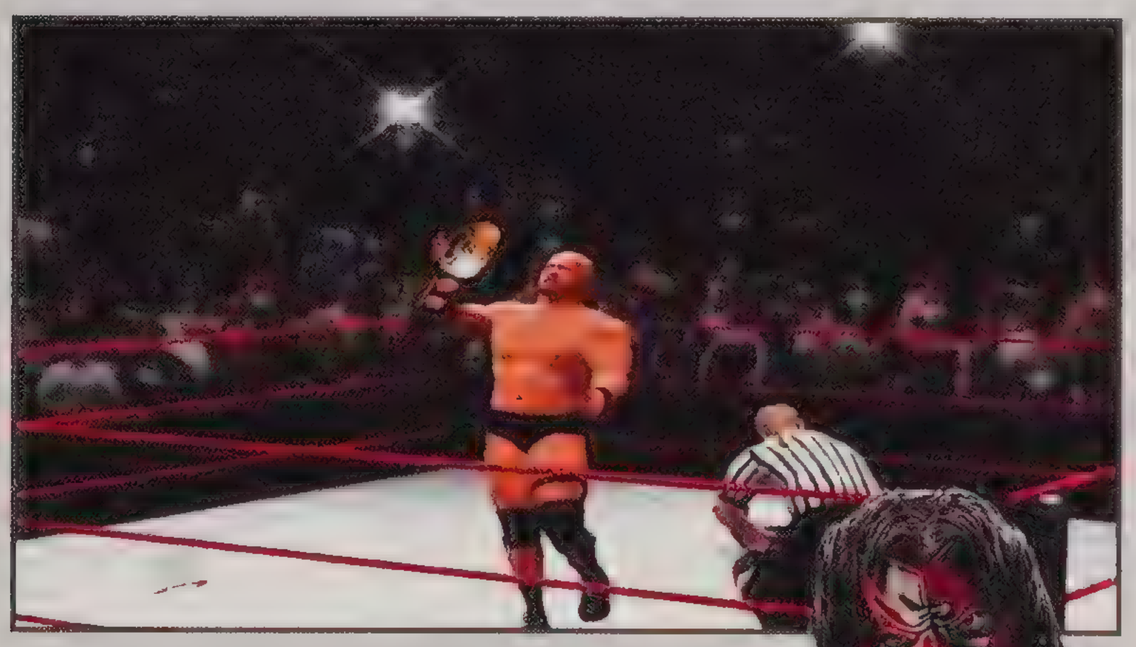
MATCH STRATEGY

This Triple Threat Match is more like a 1 vs. 2 Match since Kane and Undertaker cannot pin each other per Mr. McMahon.

Pick up Undertaker immediately after he's taken some damage to the head and he'll be groggy. Use the limb targeting system to check his damage. If you've got a Finisher stored and he's at less than Moderate Damage, it may behoove you to hit him with a few more combos to soften him up for the Stone Cold Stunner.



Hit Undertaker with a Finisher...



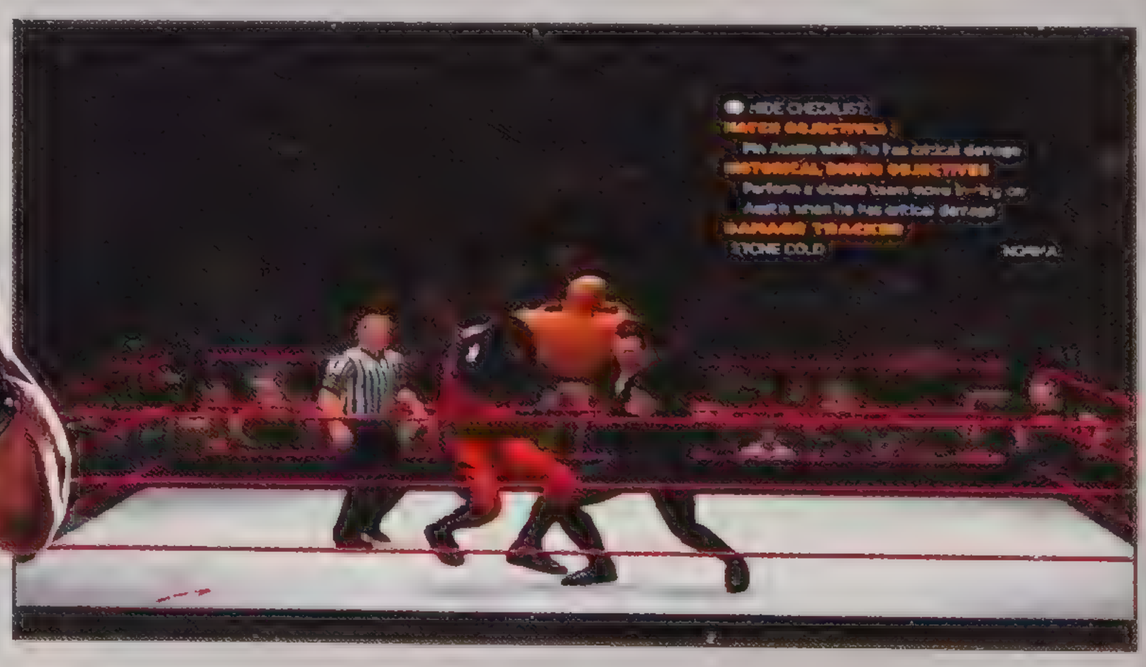
...and pin him for the win.

NOTE

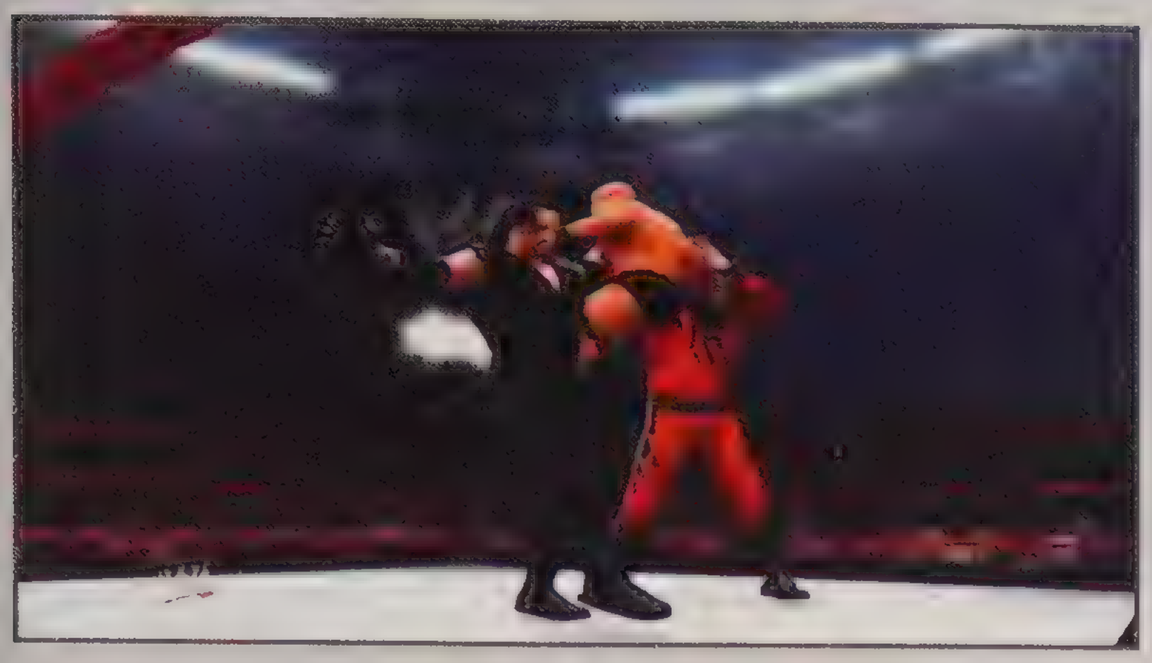
This is another instance where the "Attitude Era" story mode serves as a bit of a tutorial. Double team moves in the ring are often ignored in matches where they are possible.

Objective: Perform a double team move in-ring on Austin when he has critical damage

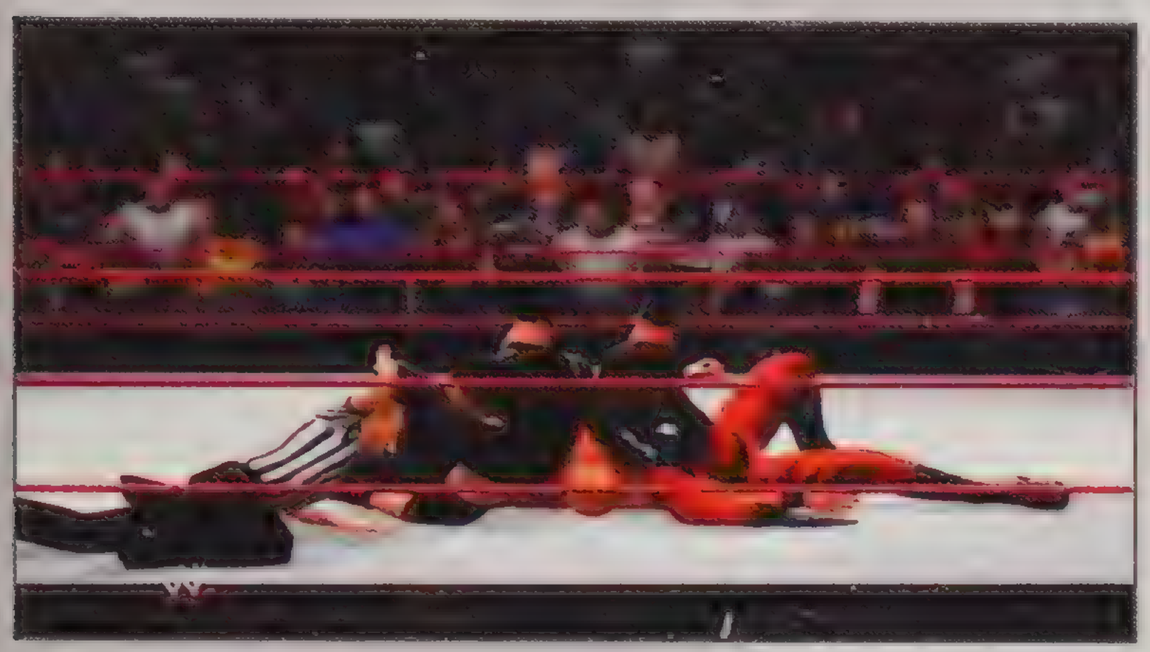
An easy way to perform the in-ring double team here is to get Stone Cold Steve Austin in a chain grapple hold when Undertaker is near and let him (the CPU) join the fun.



A double team backbreaker does some good damage.



When you successfully get the double team grapple while Stone Cold Steve Austin is critical, you'll automatically go into a double team Chokeslam.



Kane and Undertaker also automatically roll into the double team pin.

BONUS MATCH: THE ROCK VS. MANKIND VS. KEN SHAMROCK

SEPTEMBER 27, 1998

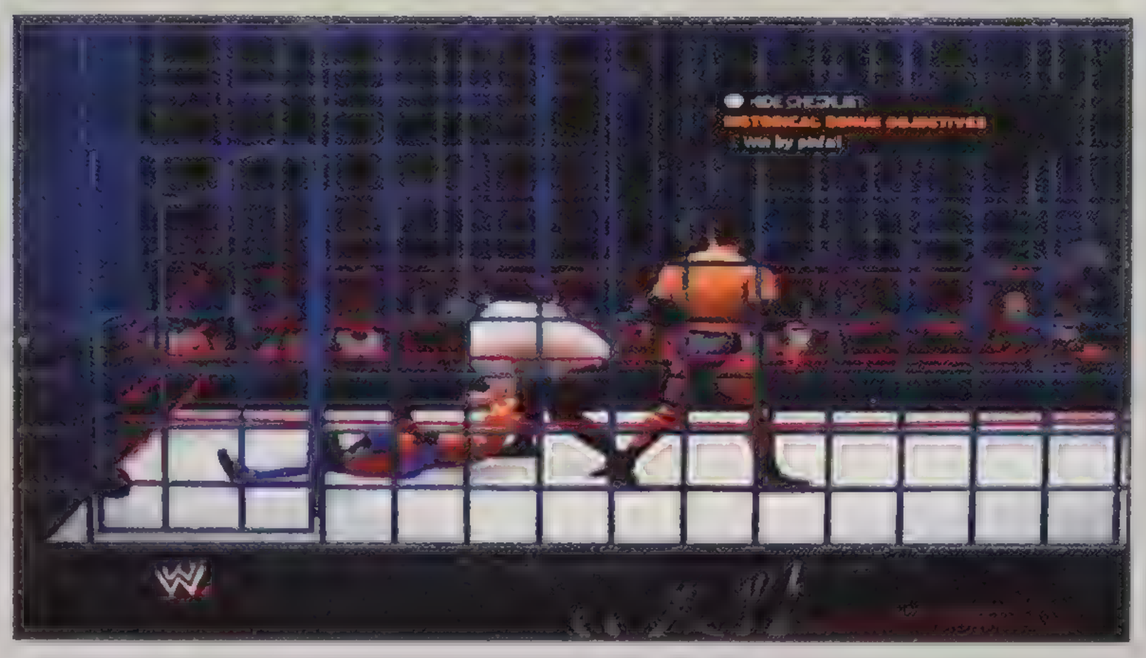
HISTORICAL BONUS OBJECTIVES

» Win by pinfall

MATCH STRATEGY

This Steel Cage Match is another Triple Threat Match that feels a lot like a 1 vs. 2 Match. Shamrock and Mankind will prevent each other from climbing out or getting pins, but they focus their strikes and grapples on The Rock (you).

Objective: Win by pinfall



Go back and forth between the two opponents—you'll have to damage both so that each stays down while you are pinning the other. Keep track of any potential escapees scrambling over the wall. In the rare cases that Shamrock and Mankind beat up on one another, let them!

CAUTION

If you run all the way to the cage wall, you'll bounce off the ropes when you're trying to prevent someone from escaping the ring, giving them more time to escape. Run over, but stop short and walk the last step or two so that you can get right up to the wall.

After an extended battle, Mankind may make a mistake like hitting Shamrock with a Mandible Claw Finisher.

Take advantage of the opening by running up to Mankind to deliver a One-Handed Bulldog from behind. Mankind will go down hard to the mat.

Jump on Ken Shamrock for the pin while Mankind is down and unable to intervene. Winner!

UNDERTAKER VS. KANE

OCTOBER 18, 1998

MATCH OBJECTIVES

» Pin Kane while he has critical damage

HISTORICAL BONUS OBJECTIVES

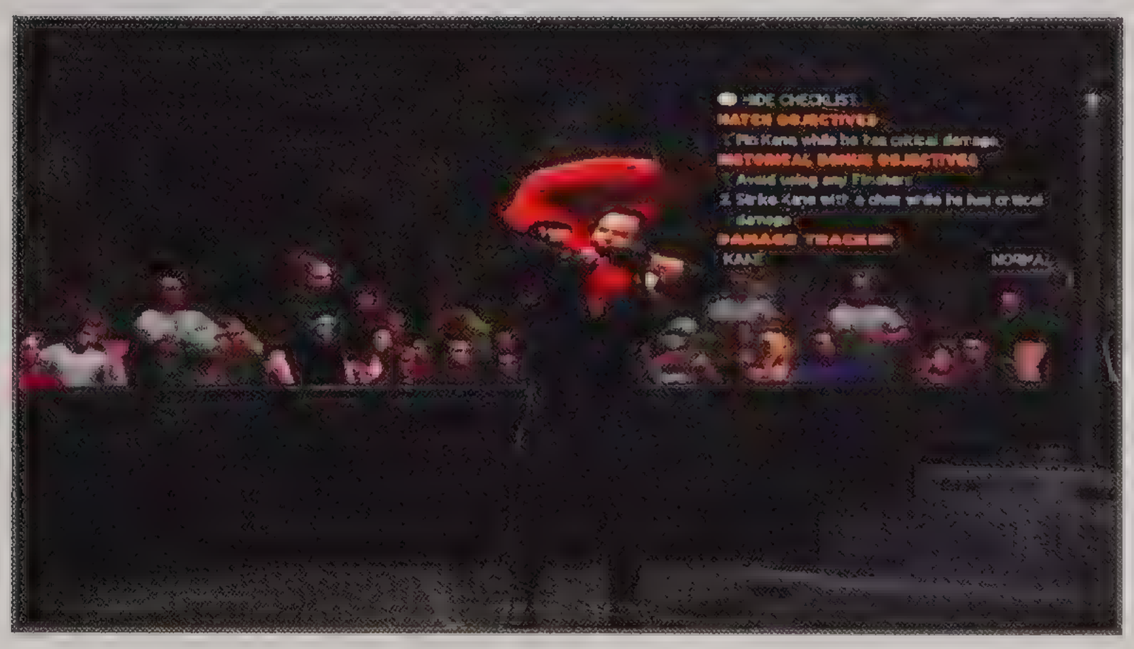
» Avoid using any Finishers

» Strike Kane with a chair while he has critical damage

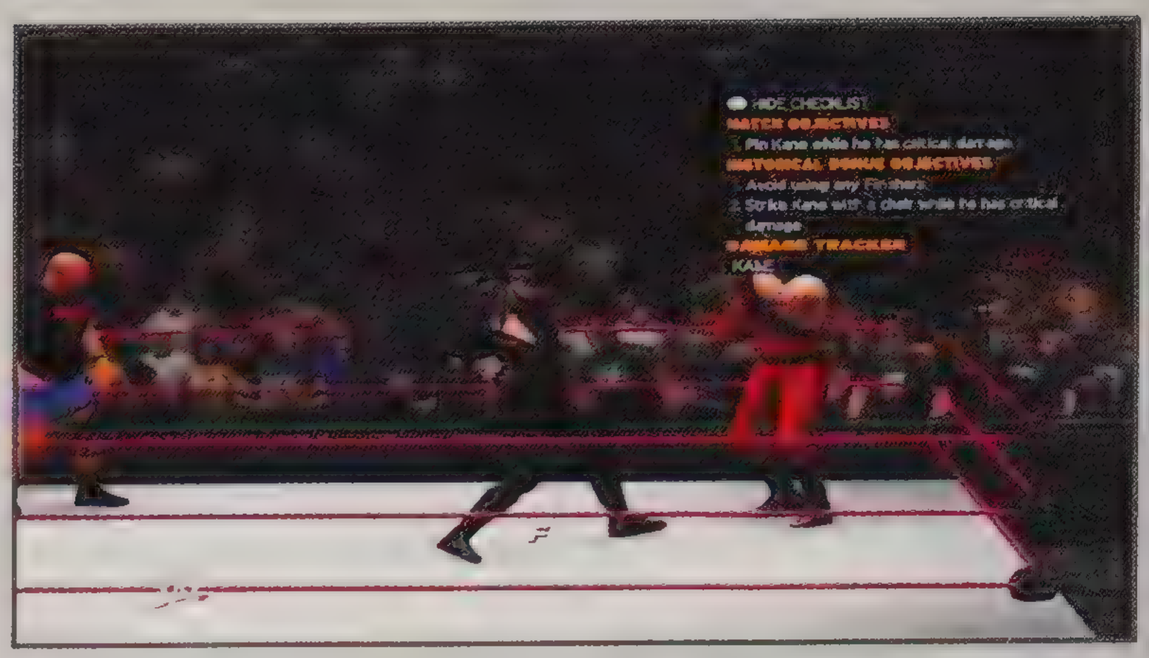
MATCH STRATEGY

You've been tasked with taking out Kane for the WWE Championship. Stone Cold Steve Austin is the ref.

Objective: Strike Kane with a chair while he has critical damage

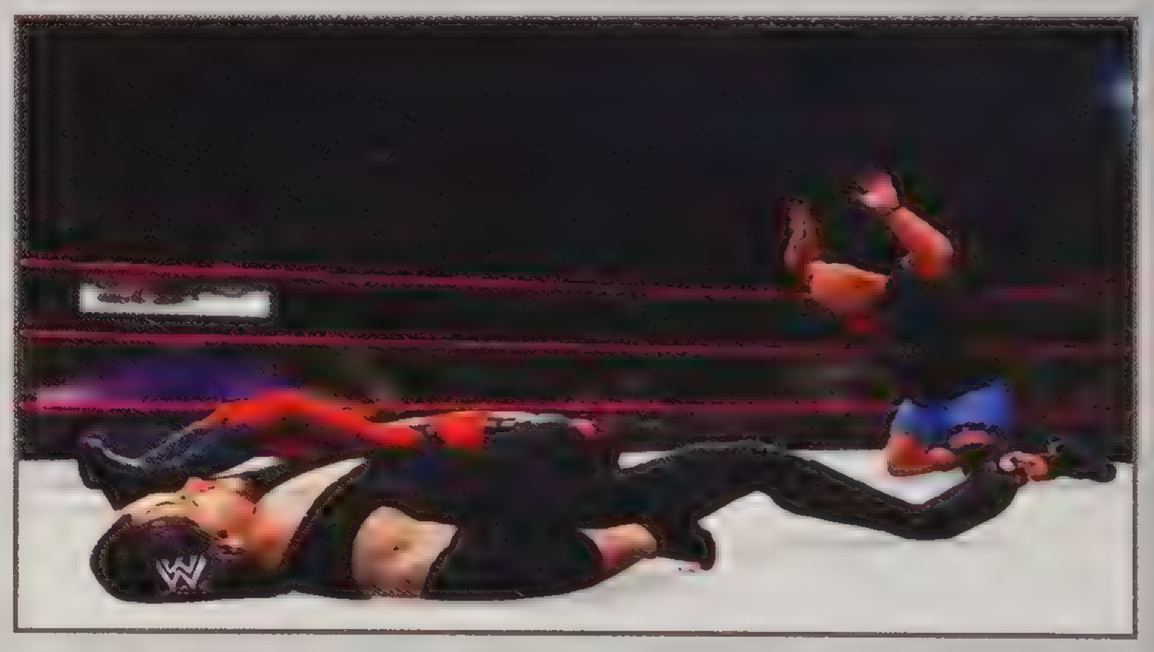


Kane is big and tough. Take this battle ringside to up the damage of your attacks. Slam him into the concrete and use environmental grapples.

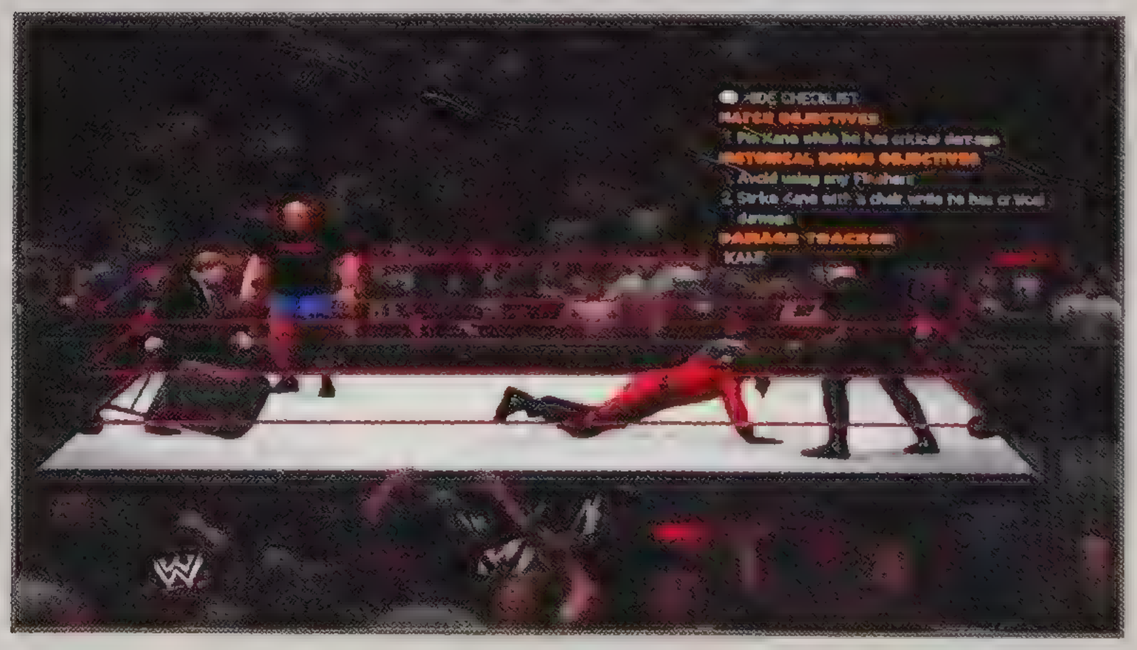


When Kane gets to critical damage, Paul Bearer brings a chair into the ring for you. Hit Kane. Don't worry, Stone Cold Steve Austin will not disqualify Undertaker.

When you successfully attempt the pin, Stone Cold Steve Austin shakes it off and refuses to count.



Then, he hits Undertaker with a Stunner and counts out both Kane and Undertaker at once.



BONUS MATCH: KEN SHAMROCK VS. MANKIND

SEPTEMBER 27, 1998

HISTORICAL BONUS OBJECTIVES

» Force Mankind to submit in-ring using the Ankle Lock Finisher

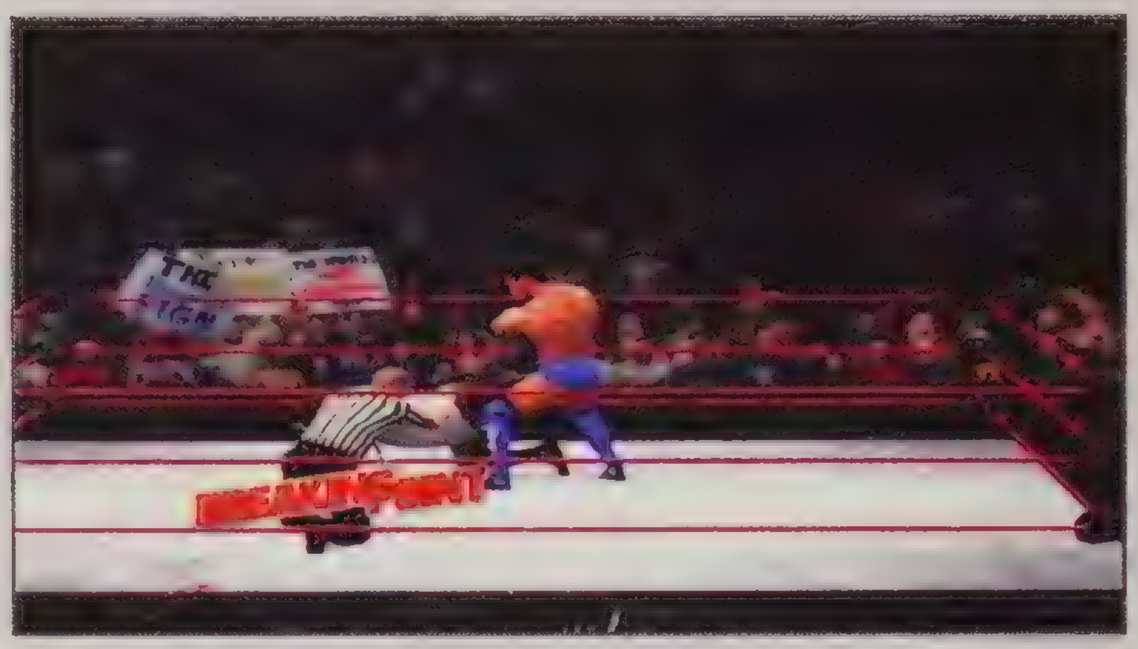
MATCH STRATEGY

Just like the match with The Rock earlier, attack your opponent's legs to set up the submission.

Objective: Force Mankind to submit in-ring using the Ankle Lock Finisher

Punish Mankind's legs when you get Mankind to the mat. Stand by his feet to attack his legs.

Use the limb targeting system to check Mankind's progress toward critical damage. He looks nice and ripe.



Press the Finisher button when Mankind is down and you're near his feet to clamp on the submission and end the battle. However, the ref doesn't award the win to Shamrock. Mankind never taps—he'd rather finish himself off with a Mandible Claw.

THE "PEOPLE'S CHAMP"

8 MATCHES

The "People's Champion" is one of the most well-known WWE Superstars of all time. And now, with a career that has spanned greater than 15 years, the "People's Champ" is once again vying for the top spot in the WWE. Get your eyebrows up! It's time to "layeth the smacketh down!"

THE ROCK VS. KEN SHAMROCK

NOVEMBER 2, 1998

MATCH OBJECTIVES

» Get Shamrock's damage to moderate

HISTORICAL BONUS OBJECTIVES

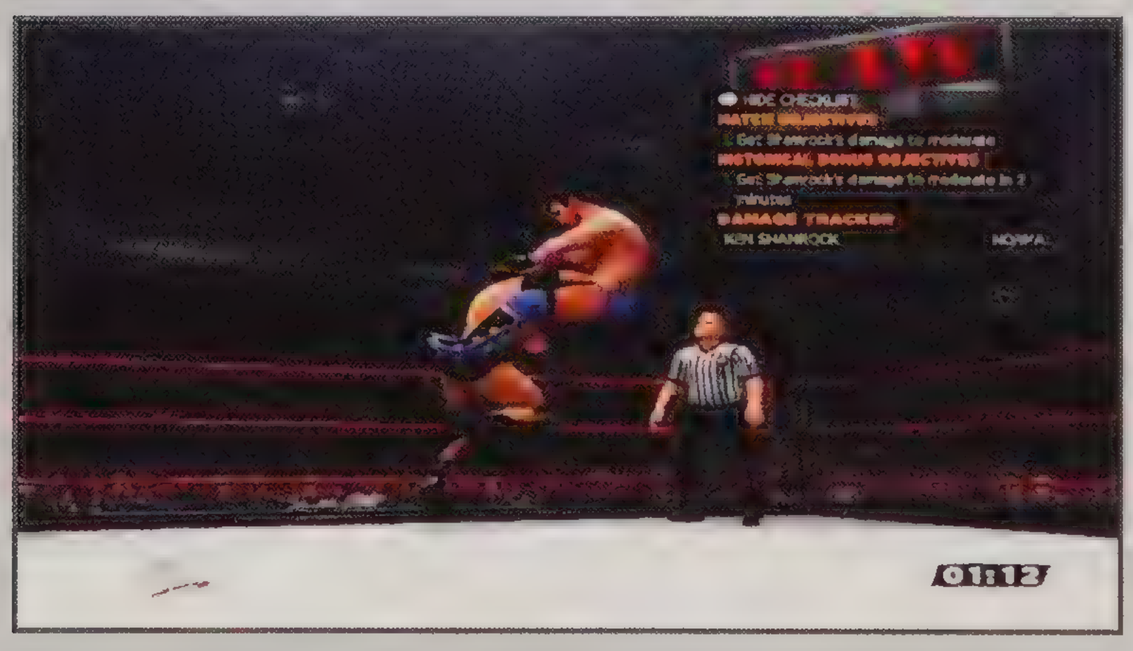
» Get Shamrock's damage to moderate in 2 minutes

MATCH STRATEGY

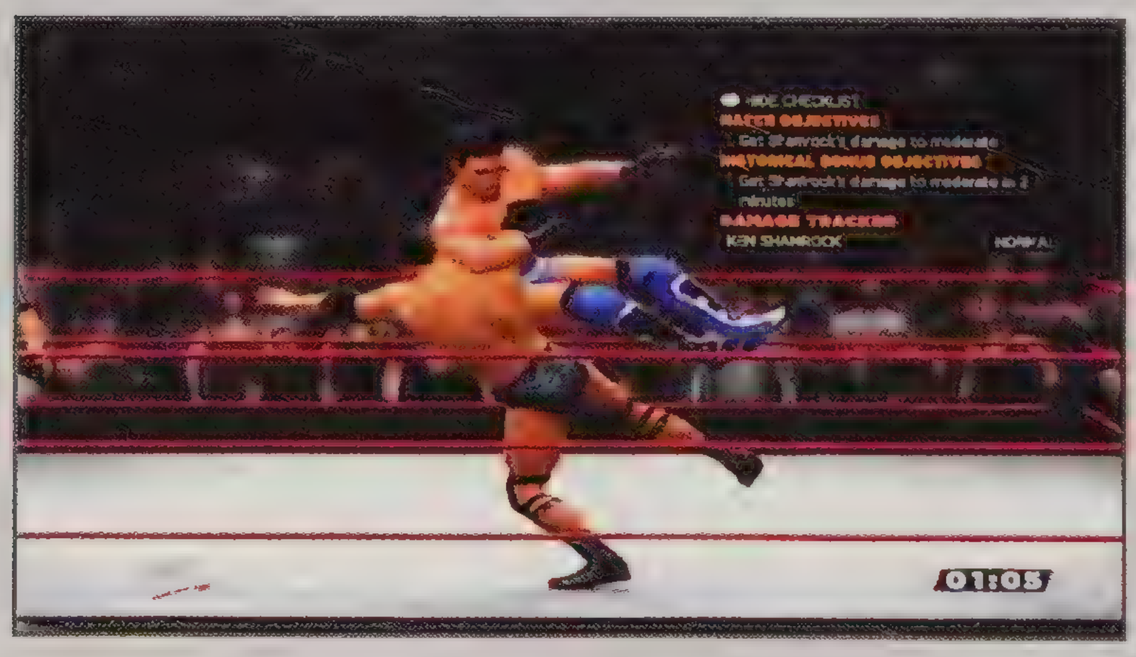
This match is all about getting Shamrock's damage to critical so that he can get disqualified for hitting you with a chair.

Objective: Get Shamrock's damage to moderate in 2 minutes

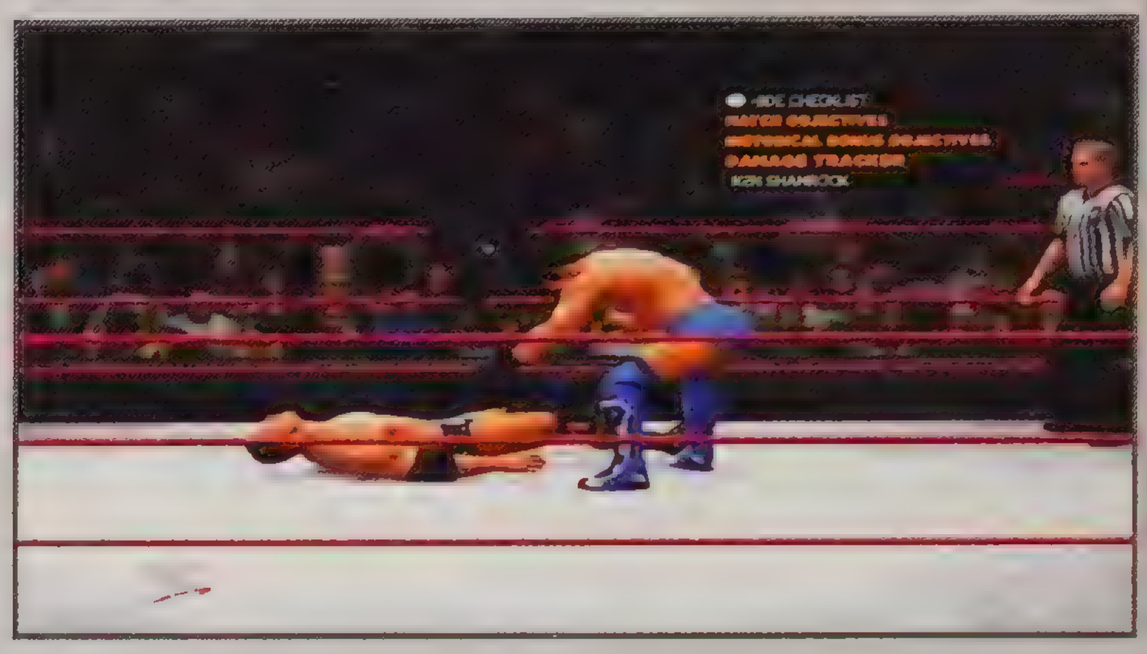
Hit Shamrock with big grapples and strikes. Your best bet is to mix in some Hammer Throws to toss him out of the ring. This will give you time to execute The Rock's longer-than-average taunts and build up momentum.



Hit the Signature Move Spinebuster.



Follow up with the Rock Bottom Finisher. This will probably leave Shamrock in a critical damage state.



Do your best to survive Shamrock's Leverage Pin attempts, and eventually he'll get a chair and blast The Rock with it to get disqualified.

THE ROCK VS. MARK HENRY

NOVEMBER 9, 1998

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

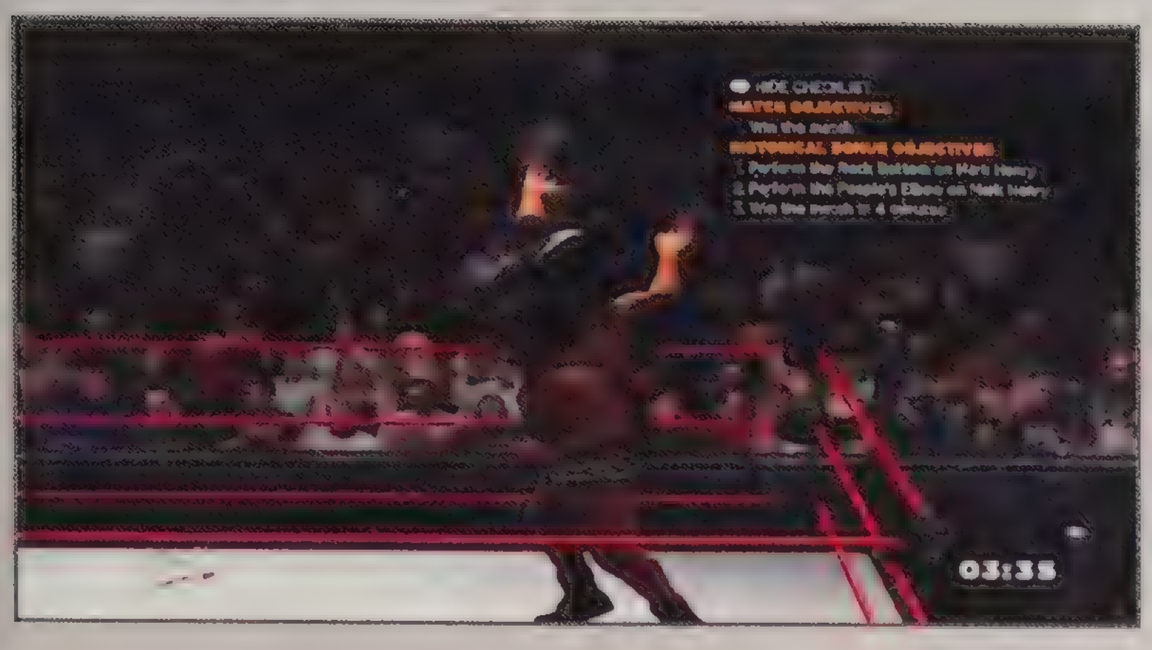
» Perform the Rock Bottom on Mark Henry

» Perform the People's Elbow on Mark Henry

» Win the match in 4 minutes

MATCH STRATEGY

Two progressions to Finishers are enough to send Mark Henry packing inside of 4 minutes.

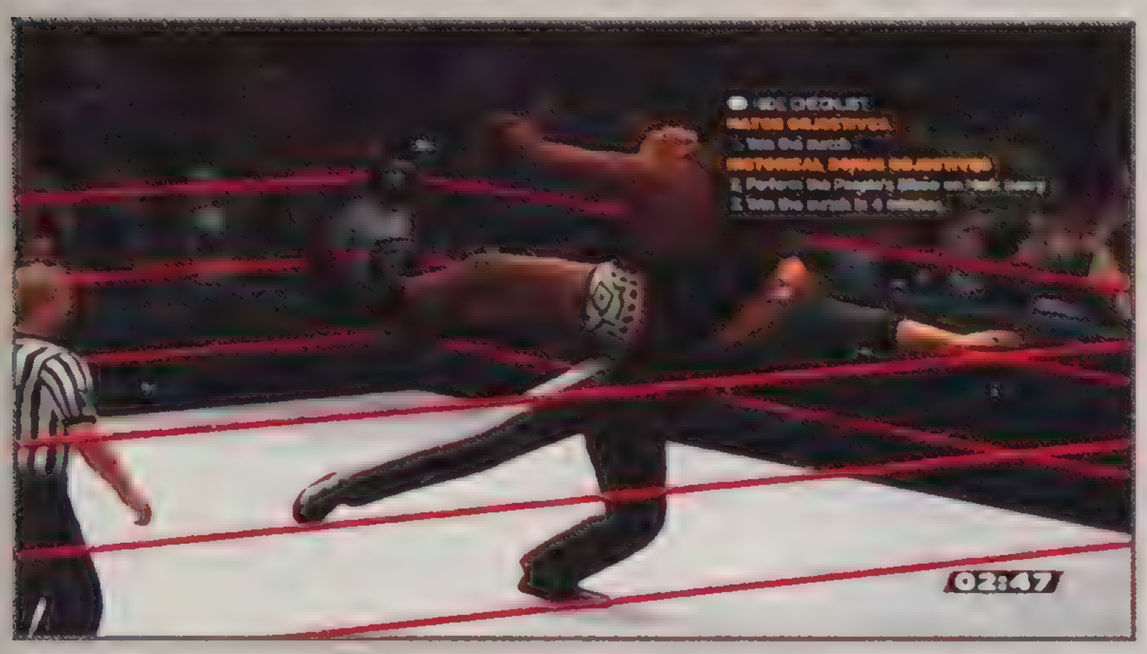


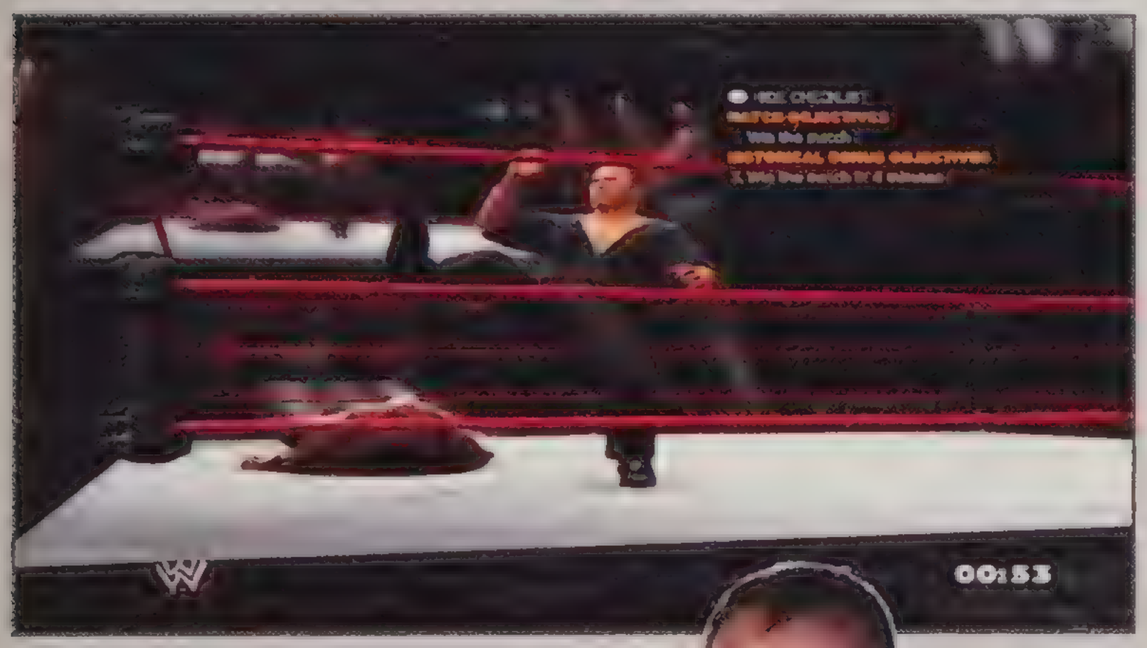
Mark Henry is very strong. He'll do serious damage to you if you let him, but all-in-all this is one of the easier challenges.

Objective: Perform the Rock Bottom on Mark Henry

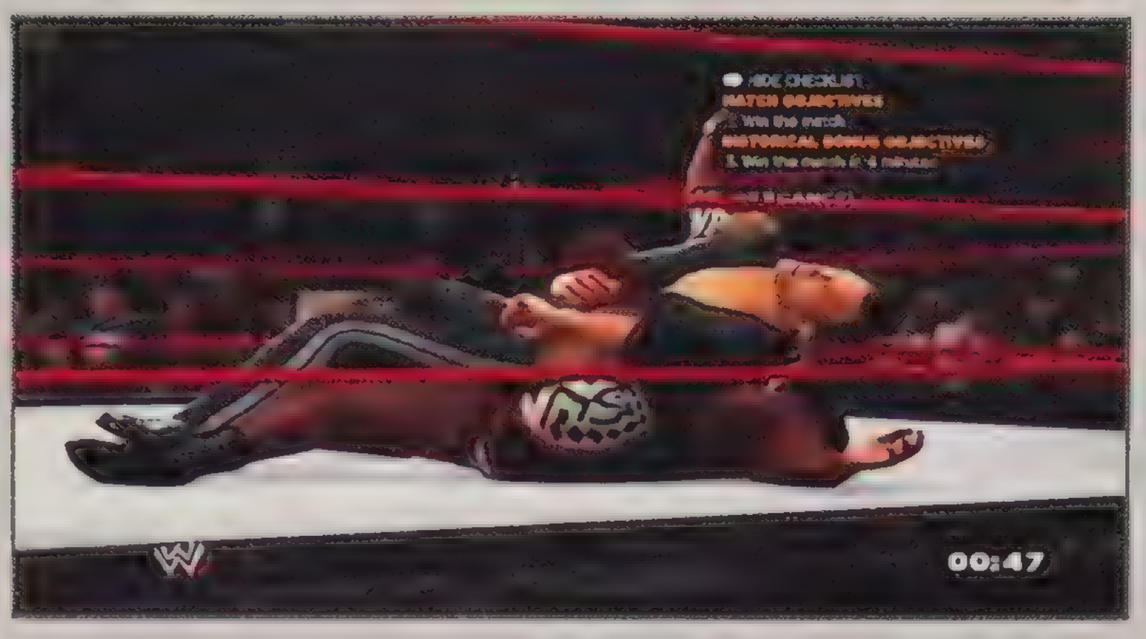
Objective: Perform the People's Elbow on Mark Henry

Objective: Win the match in 4 minutes





Use your speed to own Mark Henry. Running grapples and strikes will keep you at distance, and you can Irish whip him out of the ring to buy time for taunts. When he comes back into the ring, hit him with the Rock Bottom. Taunt again to build momentum and—when you have a Finisher—follow up with a running grapple and the People's Elbow.



Settle in for the pin and win.

THE ROCK VS. BIG BOSS MAN

NOVEMBER 15, 1998

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Win the match in 1 minute

» Win the match with light or less damage

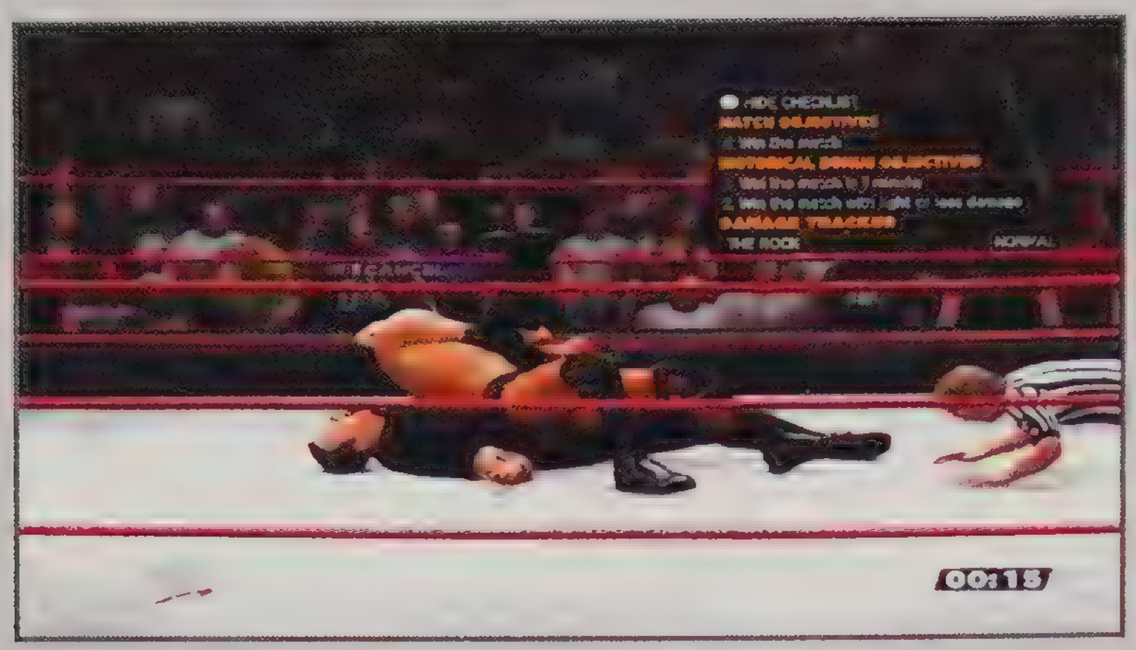
MATCH STRATEGY

Win a match in 1 minute? Yep. After your very first grapple you are awarded a Finisher, so it's entirely possible. In fact, you can do it in just 45 seconds with the following strategy.

Objective: Win the match in 1 minute

Objective: Win the match with light or less damage

After your first Finisher, pick up Big Boss Man and hit him with a running grapple, which will open up another Signature Move.



After you hit your second Finisher, move in for the pin and the ref will count to three.

THE ROCK VS. KEN SHAMROCK

NOVEMBER 15, 1998

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Succeed at the "WWE Attitude" Moment

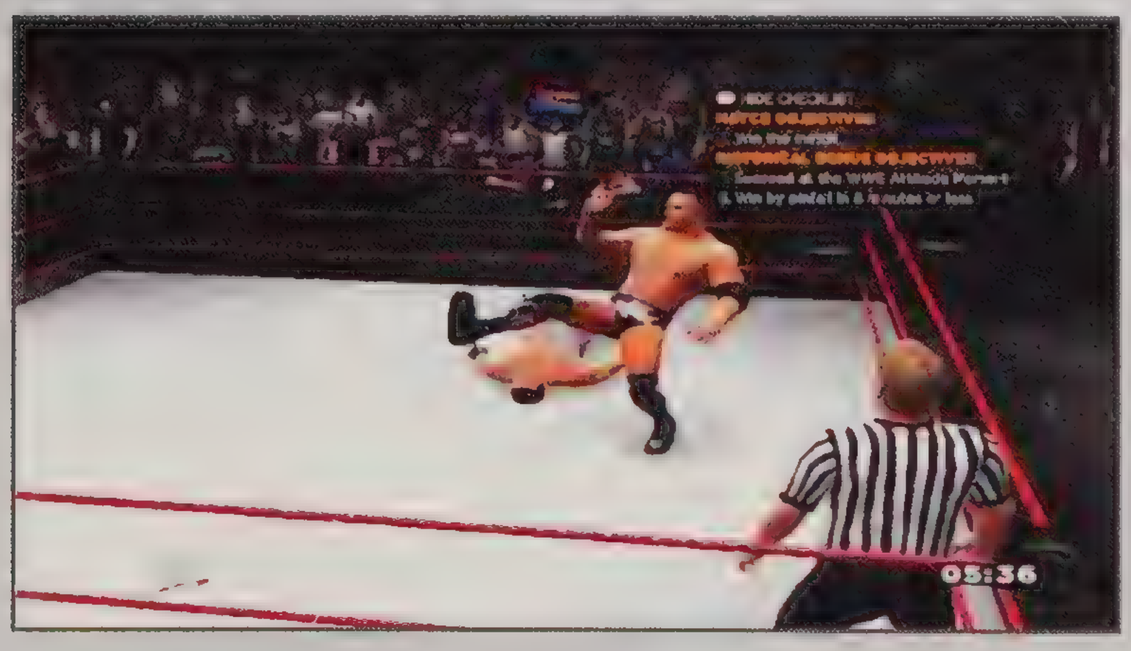
» Perform the People's Elbow on Shamrock

» Win by pinfall in 8 minutes or less

MATCH STRATEGY

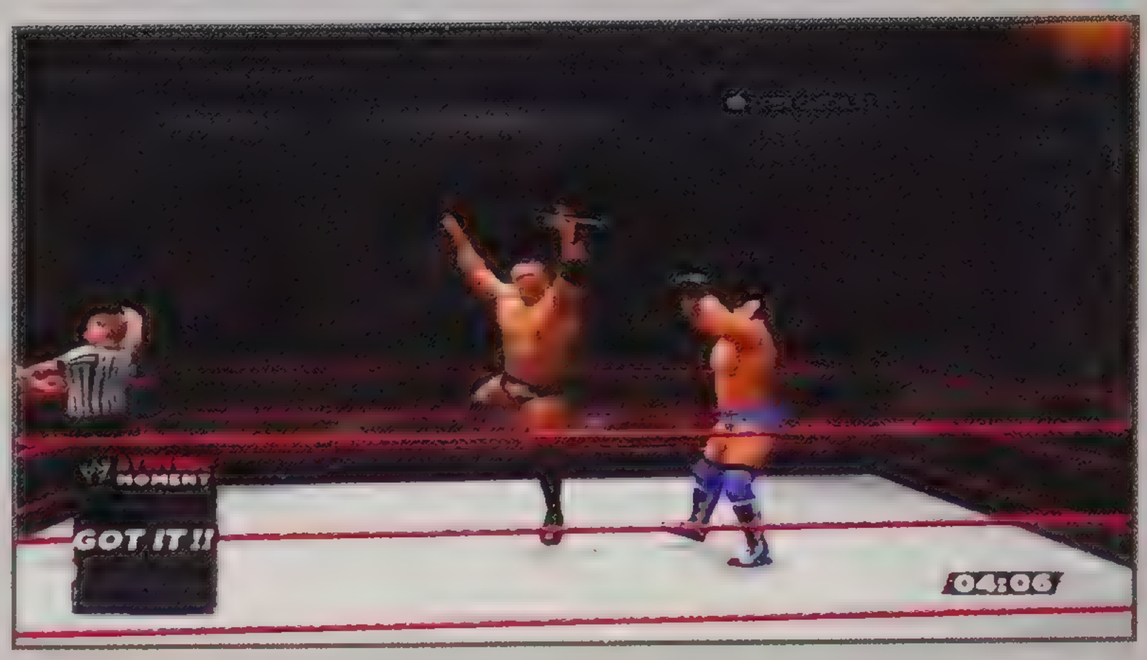
This match was a classic. Big Boss Man will attempt to interfere and toss his nightstick to Shamrock. Put the pressure on Shamrock and keep Big Boss Man clear of the ring when you're trying to pin Shamrock.

Objective: Perform the People's Elbow on Shamrock

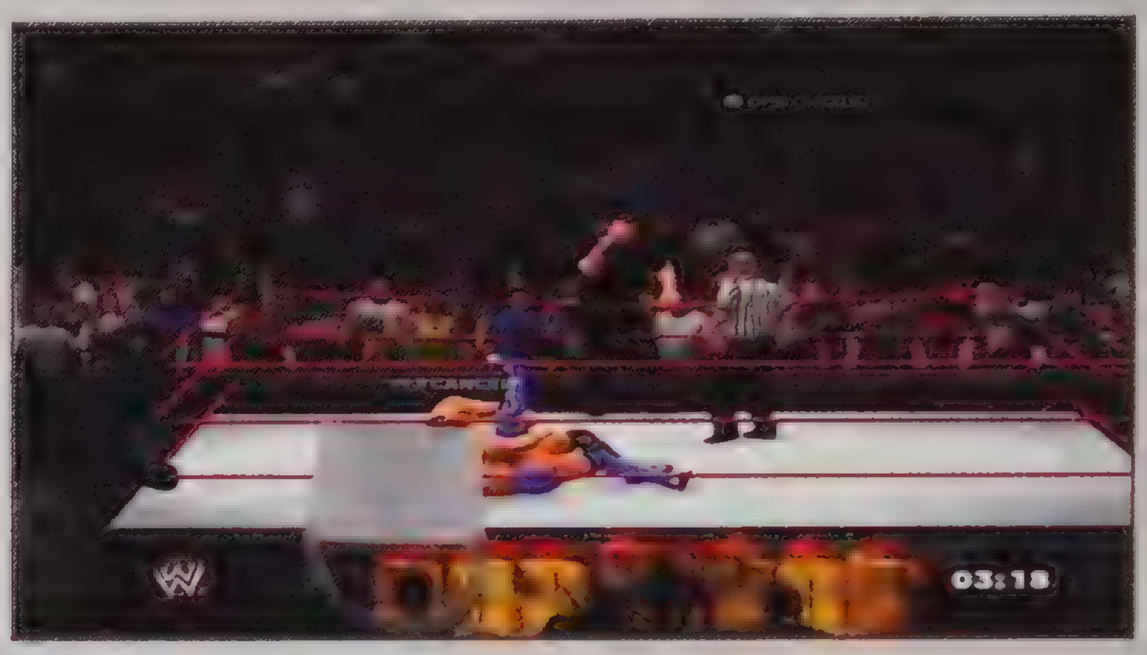


Keep the advantage when you have it. Try not to get caught in a taunt or a missed strike. Once you get your Finisher, use a running grapple to get Shamrock down and follow up with the People's Elbow.

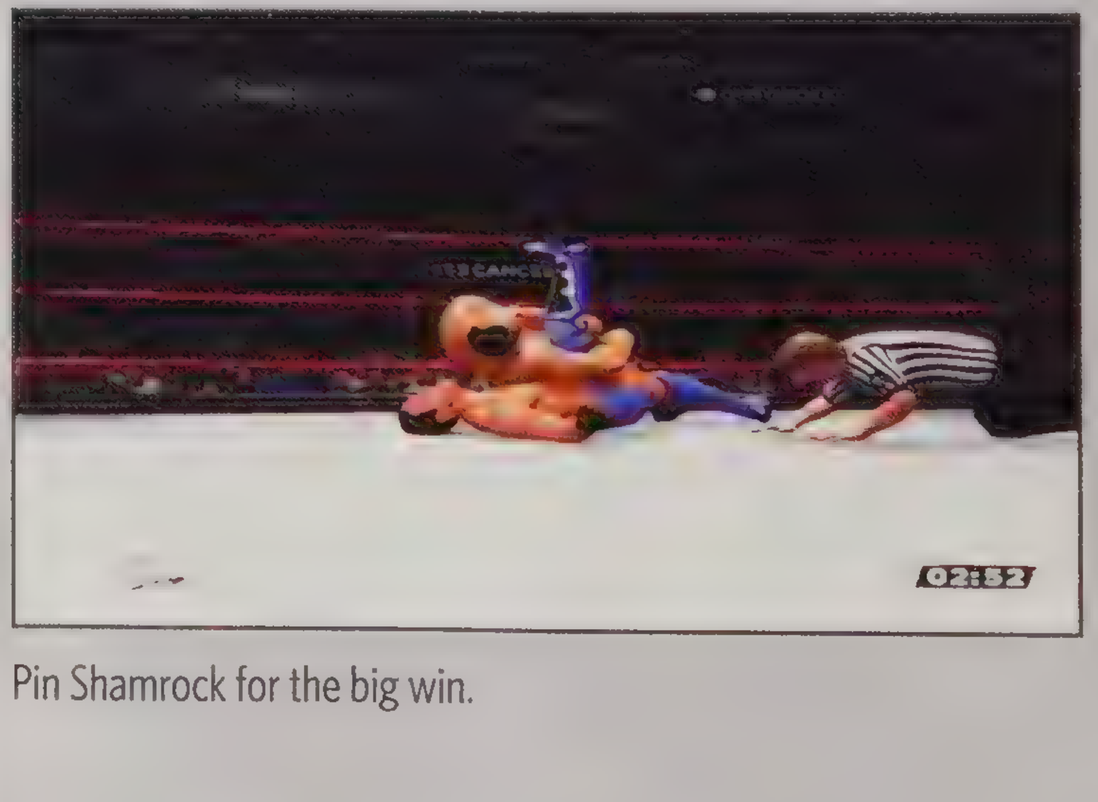
Objective: Succeed at the "WWE Attitude" Moment



When the "WWE Attitude" Moment hits, The Rock intercepts the pass to Shamrock.



Keep the pressure on Shamrock and go for the pin. If he's able to, Big Boss Man will distract the ref. Blast him off the apron with a strong strike to free up the ref.



Pin Shamrock for the big win.

BONUS MATCH: UNDERTAKER VS. KANE

NOVEMBER 15, 1997

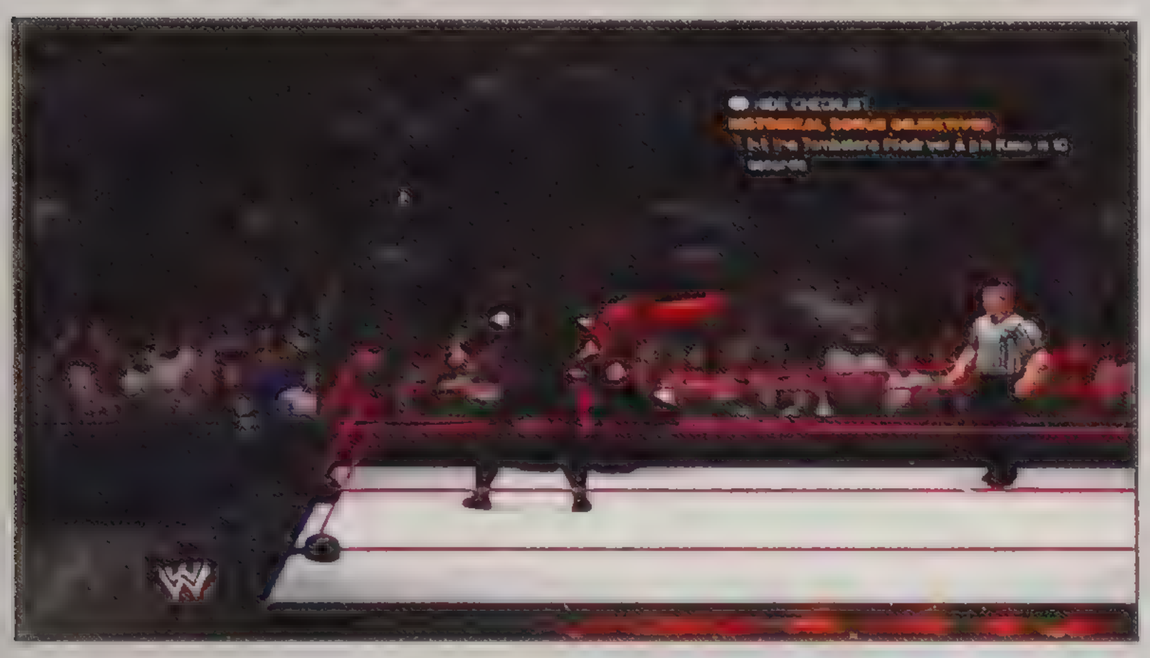
HISTORICAL BONUS OBJECTIVES

» Hit the Tombstone Piledriver and pin Kane in 10 seconds

MATCH STRATEGY

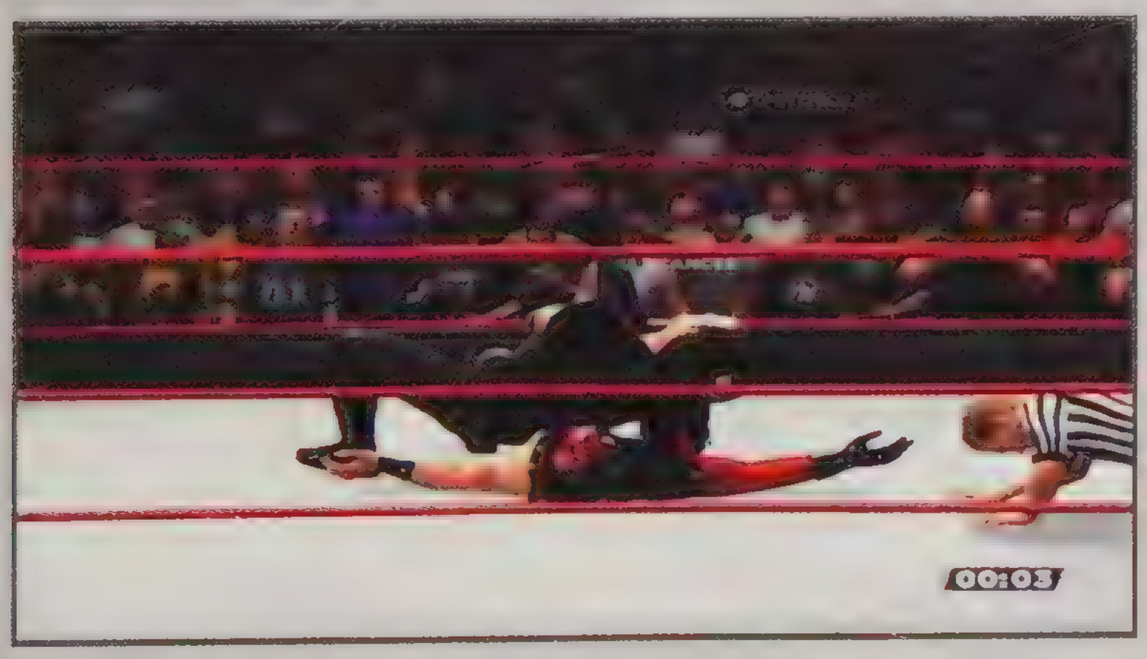
The big guys are battling yet again. This time, Paul Bearer is on your side and will contribute to your cause if you let him.

Objective: Hit the Tombstone Piledriver and pin Kane in 10 seconds



Whip Kane toward the ropes when Paul Bearer is on the apron and Bearer will yank down the top rope to send Kane tumbling over the top. Taunt when Kane is ringside. Bearer will also whip Kane back into the ring so that Kane winds up on his back and vulnerable.

It might take a few run-throughs to get enough damage tallied on Kane, but the Tombstone Piledriver will help you get there for sure.



Get in and pin Kane inside of 10 seconds.

THE ROCK VS. UNDERTAKER

NOVEMBER 15, 1998

MATCH OBJECTIVES

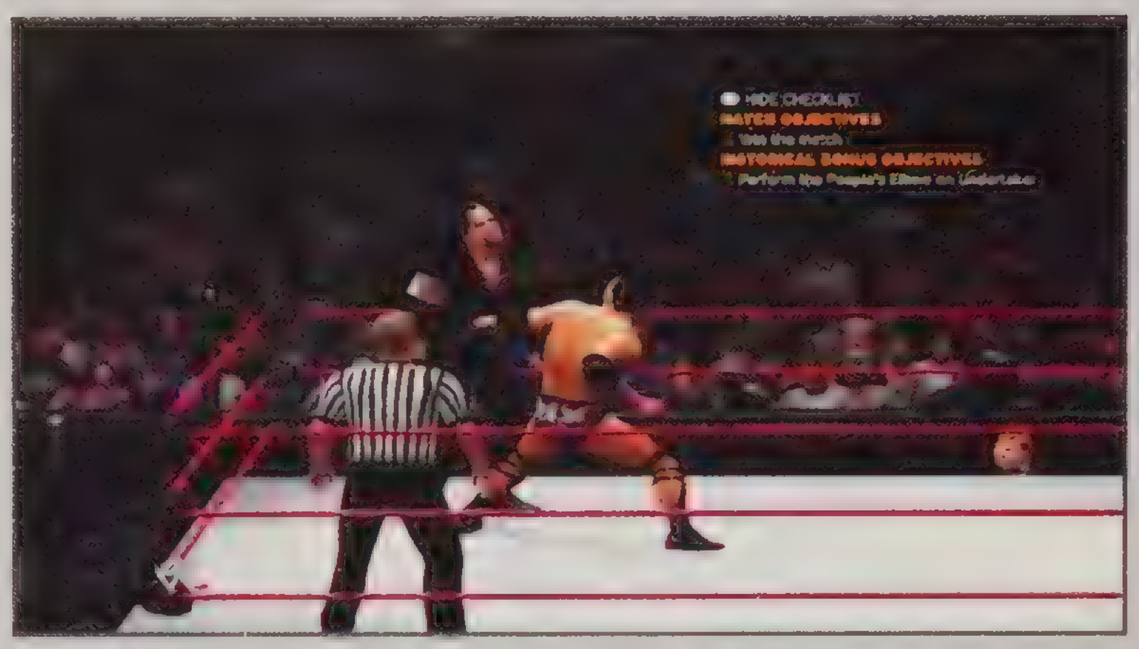
» Win the match

HISTORICAL BONUS OBJECTIVES

» Perform the People's Elbow on Undertaker

MATCH STRATEGY

Unload on Undertaker with strikes and grapples. Keep him busy.



Objective: Perform the People's Elbow on Undertaker

When you attempt to perform the People's Elbow on Undertaker, he reverses it and Kane shows up to help.

It's bedlam.

THE ROCK VS. MANKIND

NOVEMBER 15, 1998

MATCH OBJECTIVES

» Win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Strike Mankind with a chair at least 6 times

» Perform the People's Elbow

» Perform the Rock Bottom

» Get Mankind's damage to moderate & perform the Sharpshooter

MATCH STRATEGY

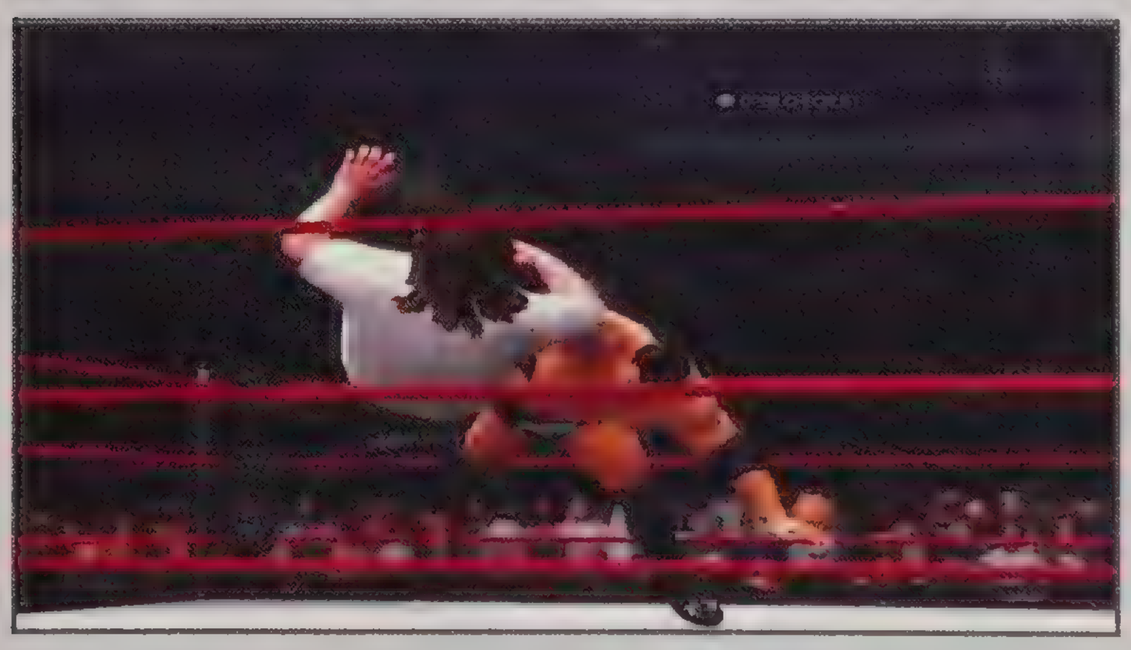
Mankind once again shows his relentless drive to absorb an unthinkable level of punishment and keep the pressure on.

Objective: Strike Mankind with a chair at least 6 times

Take this battle ringside and grab the chairs by the announcer table. You'll need to go back for seconds to complete the full 6 chair strikes required.

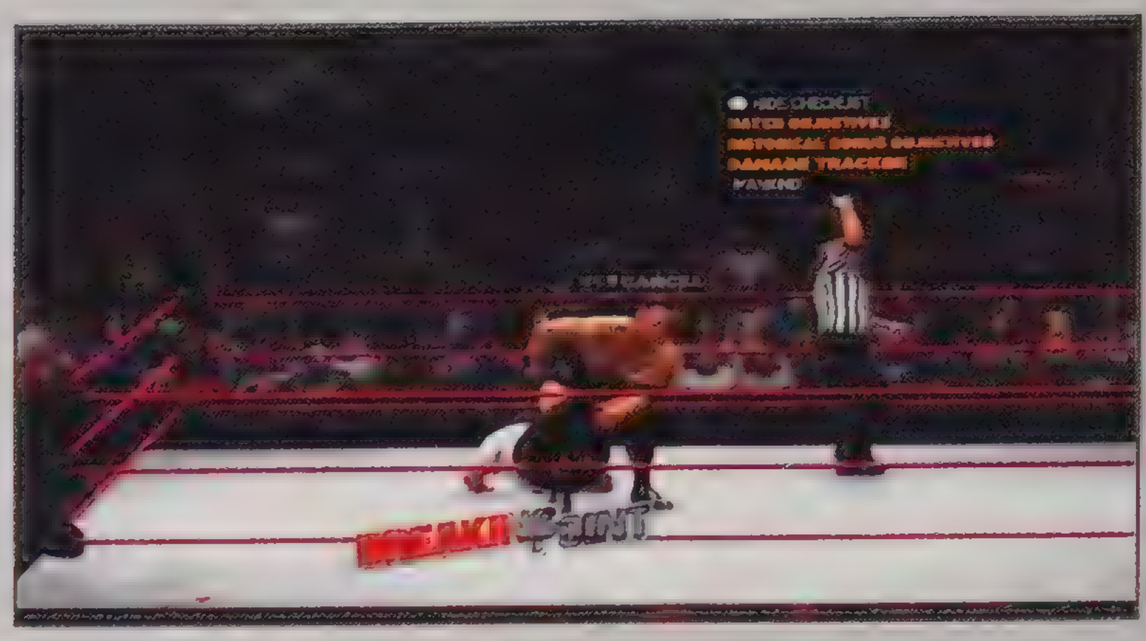
Objective: Perform the People's Elbow

Objective: Perform the Rock Bottom



Once you execute your Finishers, Mankind seems to get a boost of aggression and starts going for match-ending pins. Be wary of his attempts to end the match.

Objective: Get Mankind's damage to moderate & perform the Sharpshooter



All you have to do is apply the Sharpshooter. You don't have to complete the move. Mr. McMahon causes controversy yet again by having the ref call the match a victory for The Rock before Mankind taps out.

BONUS MATCH: X-PAC VS. THE ROCK

NOVEMBER 23, 1997

HISTORICAL BONUS OBJECTIVES

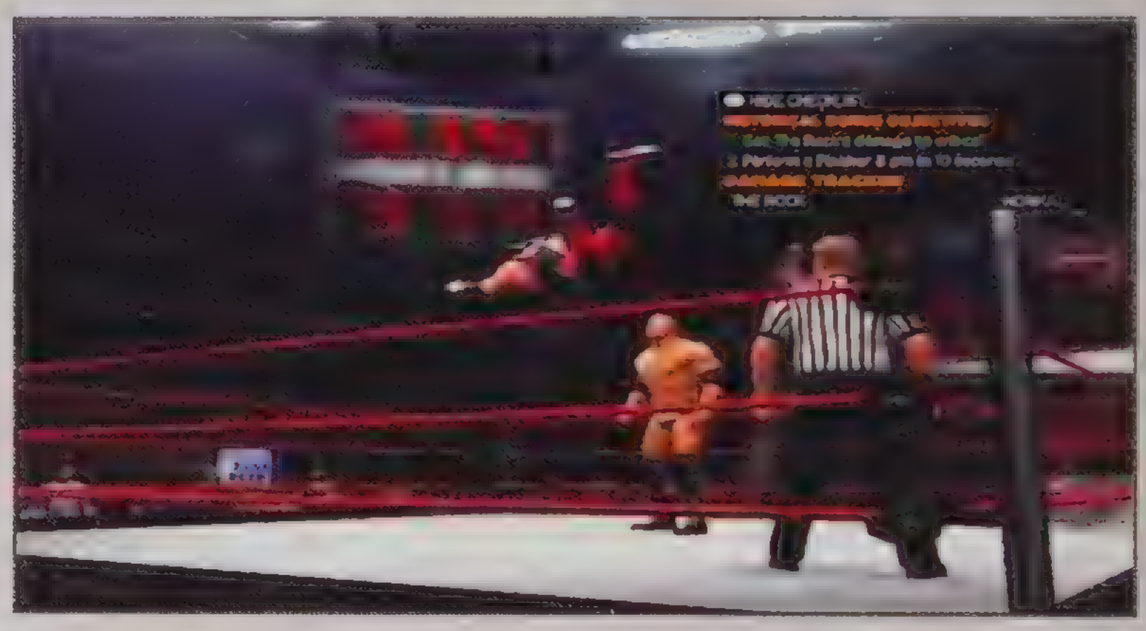
» Get The Rock's Damage to critical

» Perform a Finisher & pin in 10 seconds

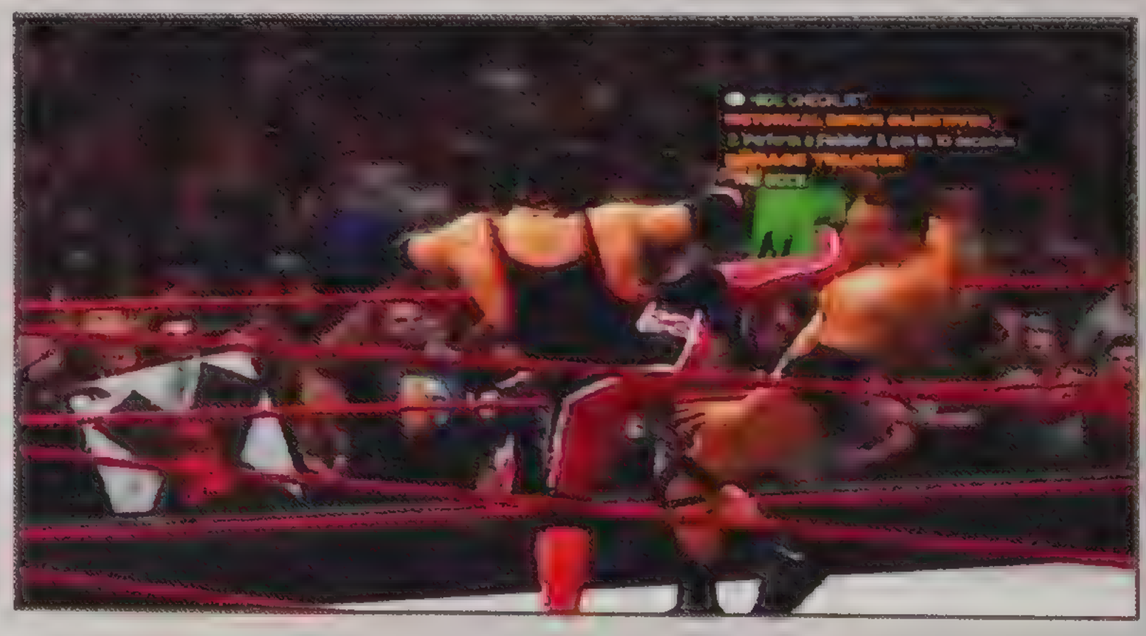
MATCH STRATEGY

X-Pac is a high-flyer. Use his explosive dives to attack from all angles.

Objective: Get The Rock's damage to critical



Blast The Rock with a Springboard Dive to quickly turn the tables.

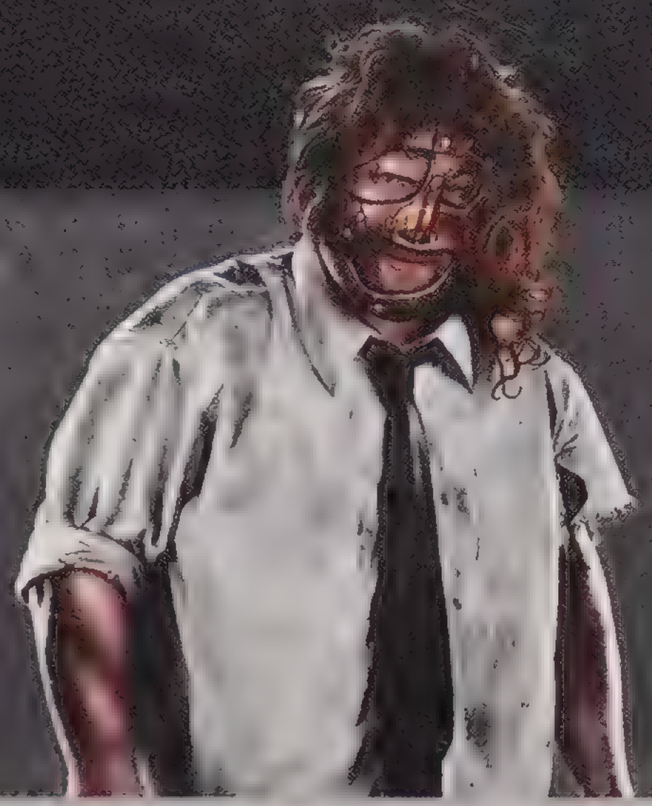


X-Pac's Spinning Heel Kick Signature Move helps whittle away at The Rock's HP. Get him to critical and attempt the pin. Of course, Mr. McMahon interferes! When X-Pac attempts to complain, Shawn Michaels blasts him with a kick, allowing The Rock to get the win.

MANKIND

7 MATCHES

It appears that Mr. McMahon made a hobby out of double-crossing Mankind. Going up against The "People's Champ" in The Rock, Mankind took matters into his own hands to get himself a shot at the WWE Championship. This rivalry created some of the most memorable matches in WWE history.



MANKIND VS. THE ROCK

DECEMBER 13, 1998

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

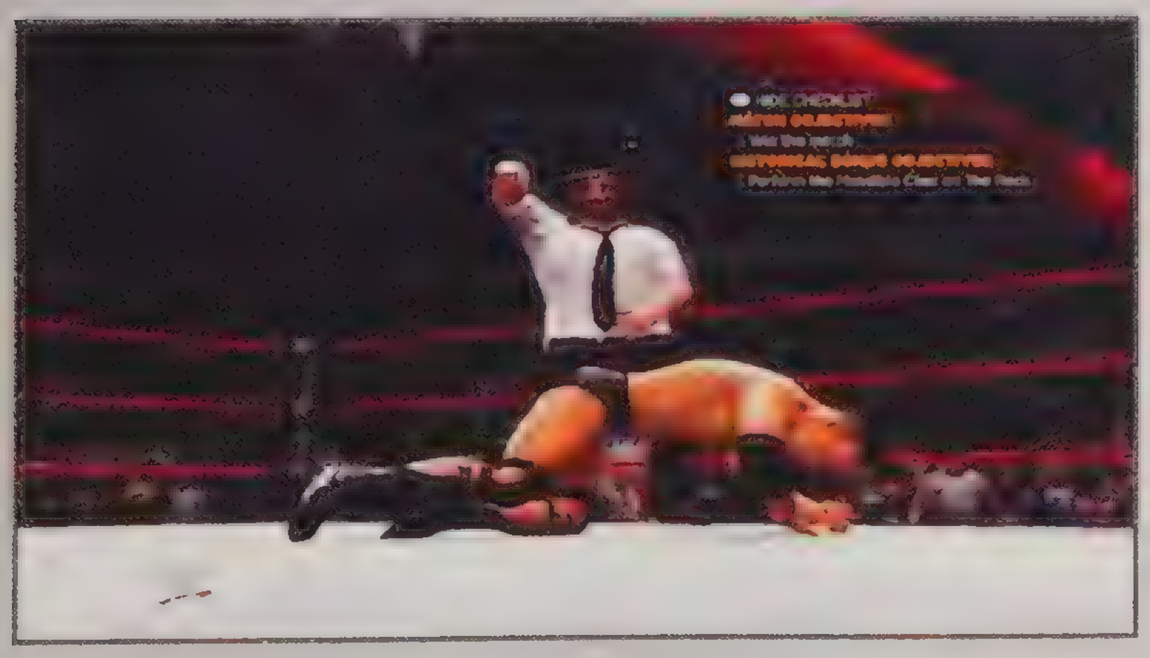
» Perform the Mandible Claw on The Rock

MATCH STRATEGY

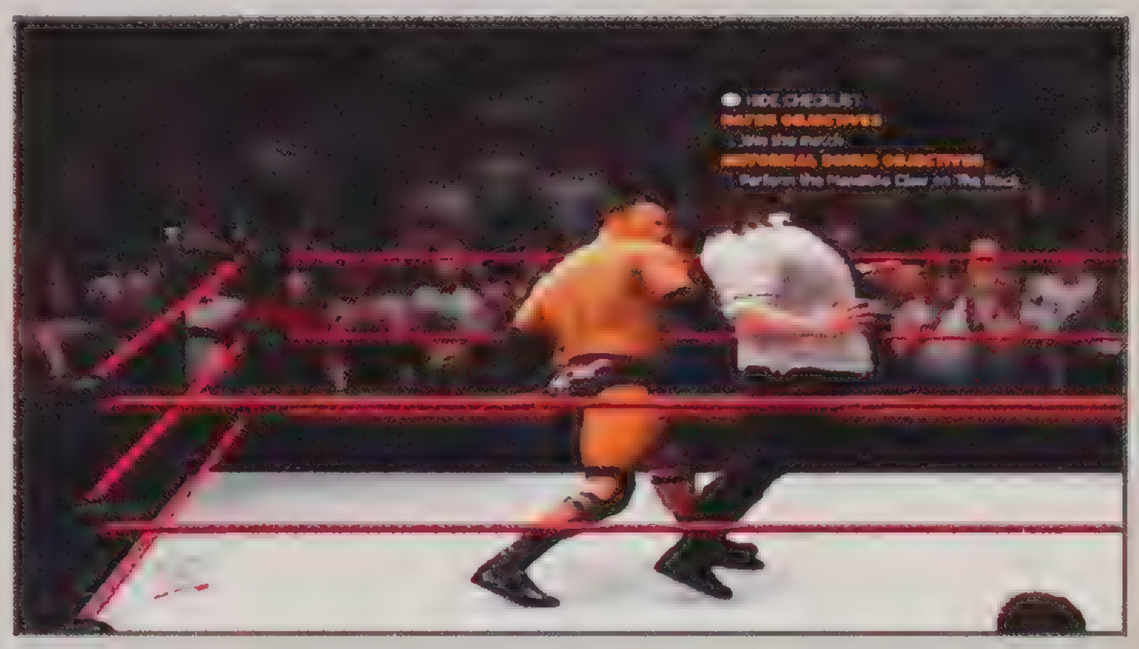
This is a tough match. The Rock will attempt to steal your Finisher—don't be surprised if he succeeds at this a couple times—and will give you quite the battle.

Objective: Perform the Mandible Claw on The Rock

Stay on top of The Rock in this match. It is one of the toughest matches so far, so don't take to much time to taunt—build momentum with power moves and open up your Signature Move. Use left and right taunts after big slams to supplement your progress.



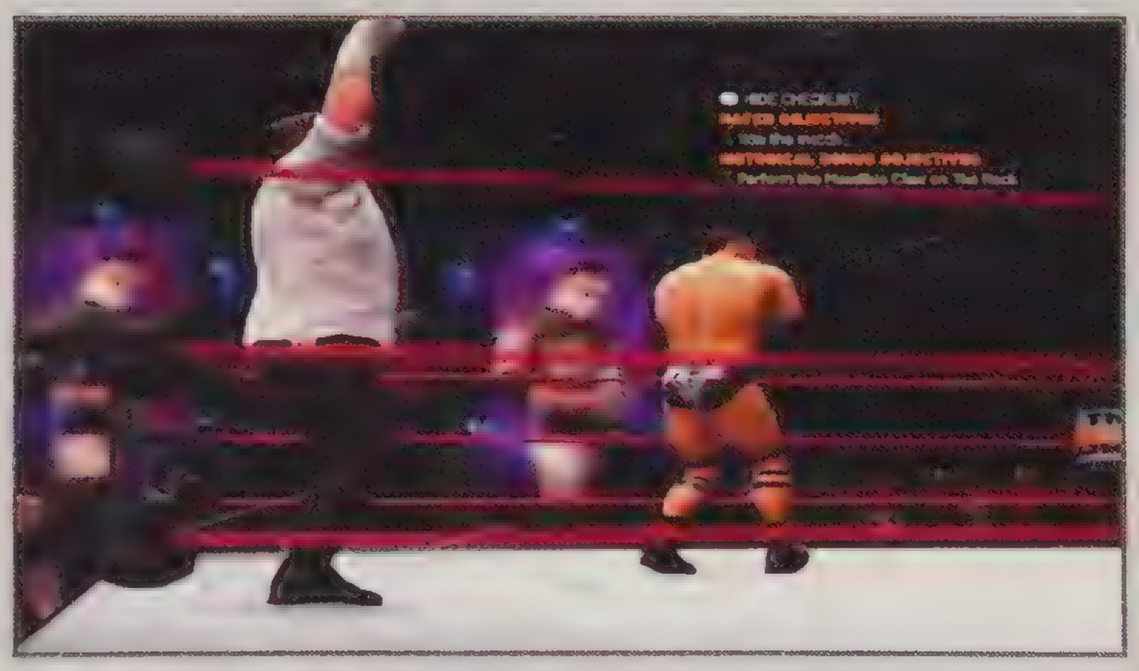
If you try using a Wake Up Taunt on The Rock to set up the Mandible Claw...



...The Rock promptly reverses and steals your Finisher.

CAUTION

Do NOT use your Wake Up Taunt. Slam The Rock with a Double-Arm DDT and pick him up using the right analog stick. Immediately press the Finisher to "rock" him with the Mandible Claw and satisfy that objective.



Got it! After you hit The Rock with the Finisher, a cutscene plays and Mr. McMahon comes out.

MANKIND VS. KANE

DECEMBER 14, 1998

MATCH OBJECTIVES

- Get Kane's damage to critical
- Win the match

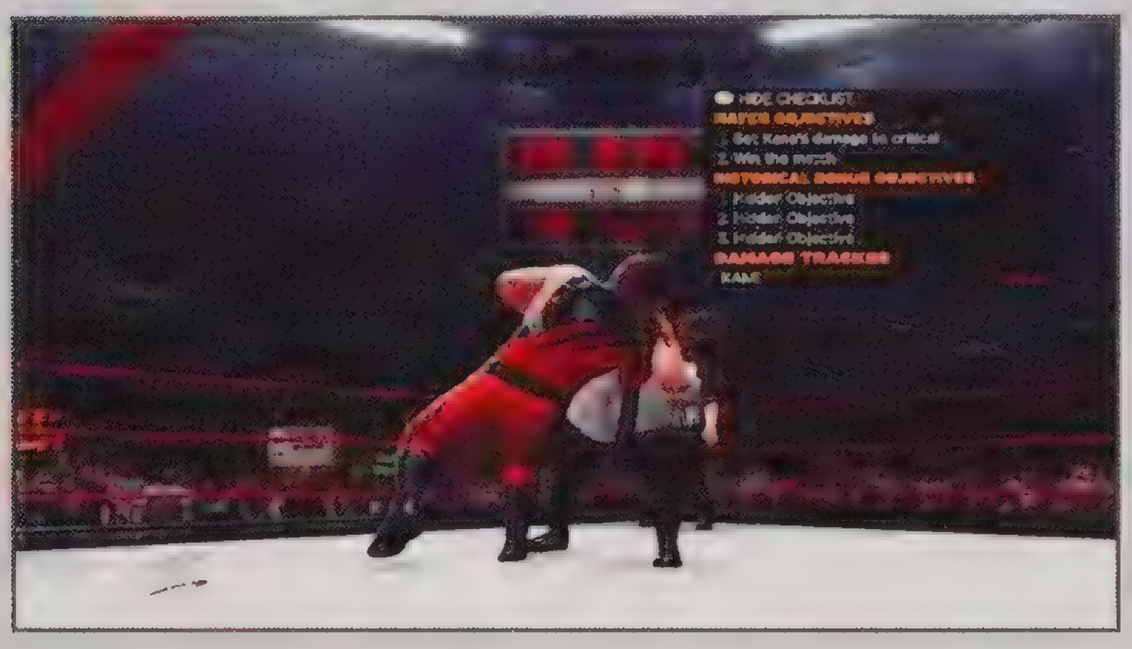
HISTORICAL BONUS OBJECTIVES

- Hidden Objective: Find Mr. McMahon backstage in 30 seconds or less
- Hidden Objective: Perform an environmental grapple
- Hidden Objective: Knock out Mr. McMahon in 2 minutes or less

MATCH STRATEGY

Work your way through Kane to a Mandible Claw Finisher to put him in critical damage. The real action happens in the locker room area.

Objective: Get Kane's damage to critical



After you hit Kane with the Finisher he should be in a critical damage state. This triggers a cutscene with Mr. McMahon.

Hidden Objective: Find Mr. McMahon backstage in 30 seconds or less

Escape the clutches of Kane. He comes after you as soon as the cutscene ends, and he's between you and the ramp. You do have plenty of time, though. You just have to get to the WWE icon flashing on the stage to satisfy the objective and move on. Press the Finisher button when you get up there.

Hidden Objective: Perform an environmental grapple

The two-minute timer starts when you spawn in the back. This is a Backstage Brawl Match. Irish whip Mr. McMahon and hold left to send him soaring through the air onto the hood of the green car. If he falls short, pick him up and repeat.

NOTE

If this is your kind of match, you can select "Play › Specialty › Backstage Brawl" from the main menu and play one of six different matchup scenarios, including a Fatal 4-Way!

When Mr. McMahon is leaning on the car, press grapple to trigger the move animation. Mankind will slam his head onto the hood of the car.

Hidden Objective: Knock out Mr. McMahon in 2 minutes or less

After you perform your one environmental grapple to satisfy the objective, move on to big grapples on the pavement. Constantly pick Mr. McMahon up and grapple him again. This is the quickest way to log the KO. Finish him off with a Sidewalk Slam or something similar. Your KO will be punctuated with a screen-shake and the start of the cutscene.

BONUS MATCH: ROAD DOGG VS. BIG BOSS MAN

DECEMBER 21, 1998

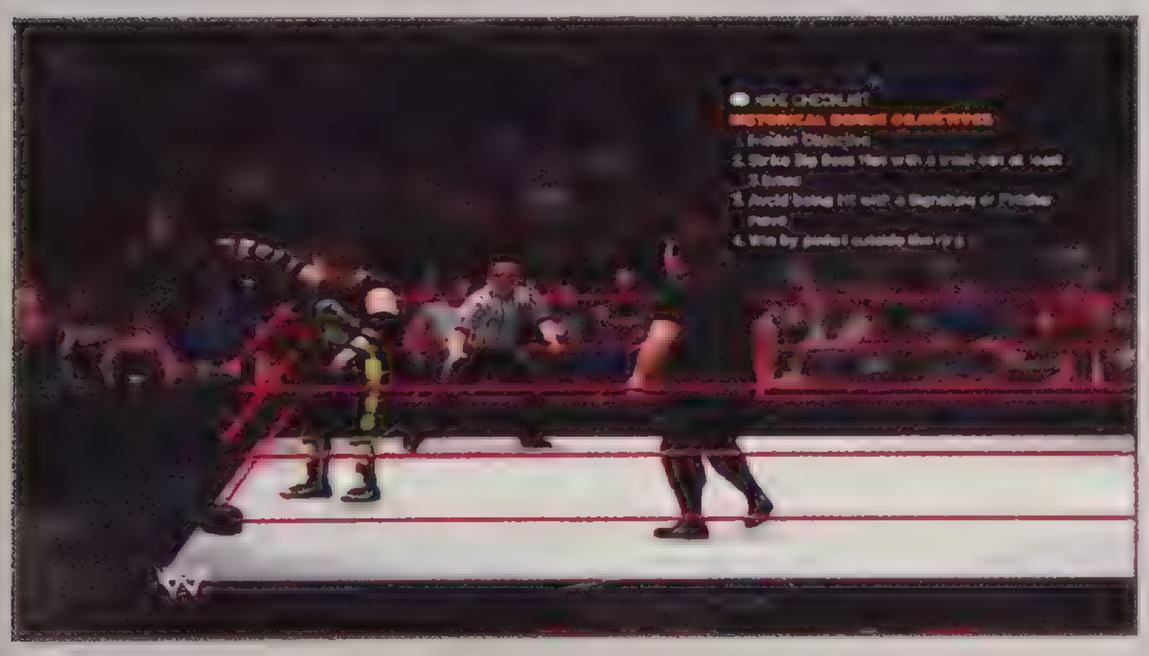
HISTORICAL BONUS OBJECTIVES

- Hidden Objective: Slam Big Boss Man through the crowd barrier
- Strike Big Boss Man with a trash can at least 3 times
- Avoid being hit with a Signature or Finisher move
- Win by pinfall outside the ring

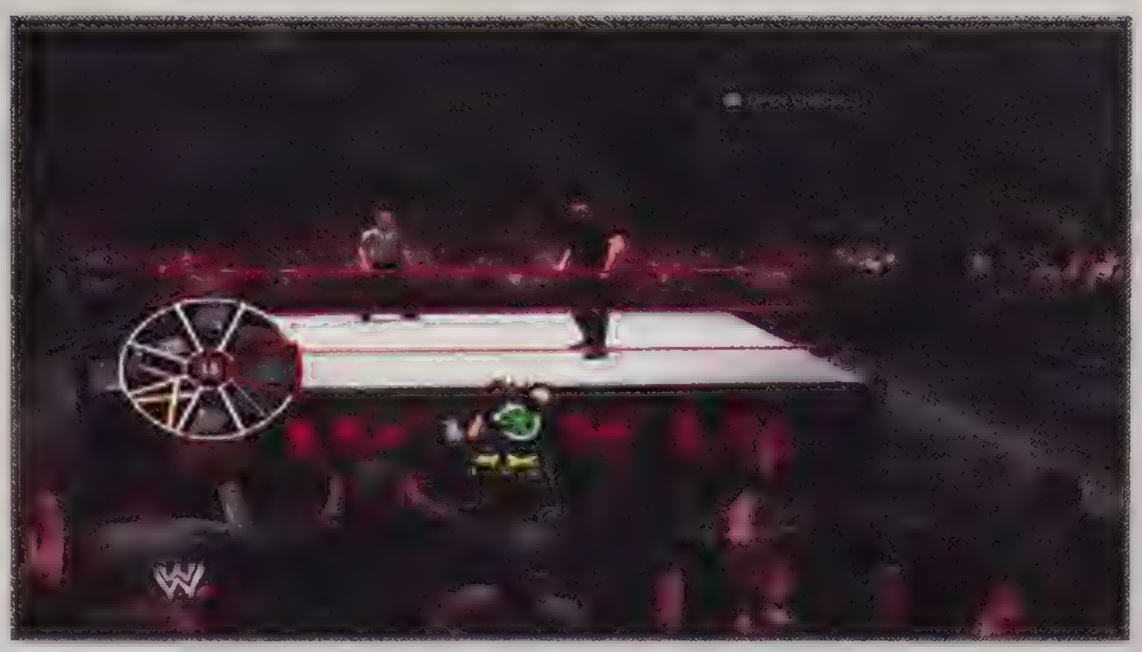
MATCH STRATEGY

Avoiding Big Boss Man's Signature Move and Finisher is all about keeping control and striking him with objects ringside to damage him.

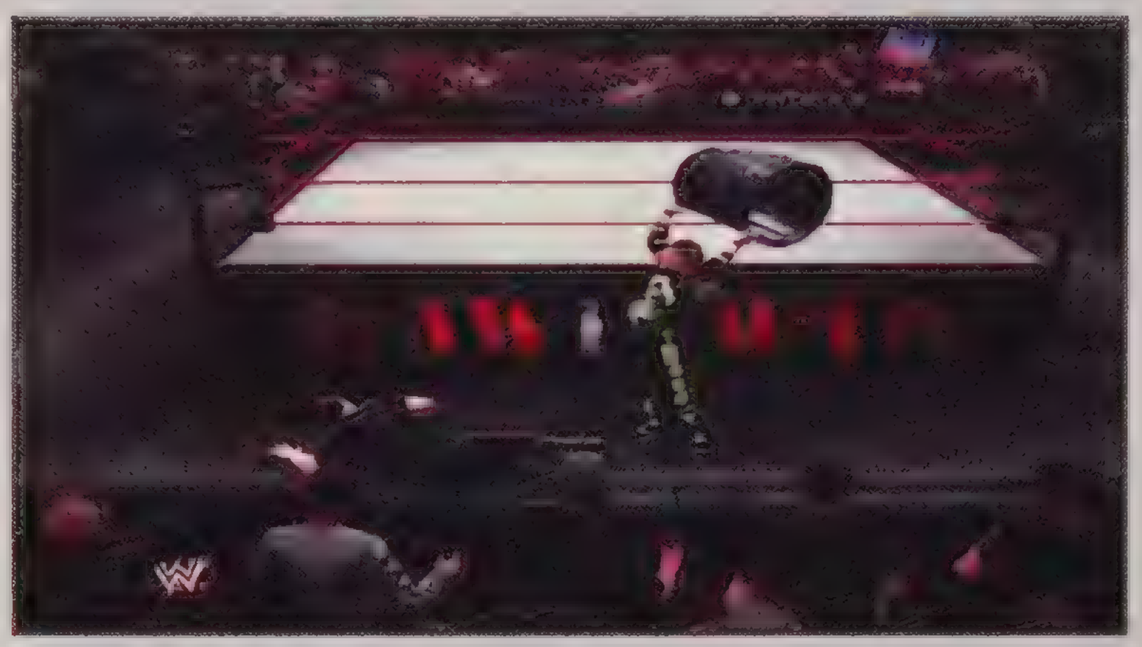
Objective: Strike Big Boss Man with a trash can at least 3 times



Big Boss Man starts off the match with his nightstick in-hand. Strike him to make him drop it. Pick it up with LB or L1 and hit him a few times. Throw it ringside afterward to keep it away from him.



Climb out of the ring to the foreground and press LB or L1 to look under the apron. The trash can is at three o'clock on the object menu (hold right on the left analog stick and press grapple to select it).



Blast him with the trash can.

Hidden Objective: Slam Big Boss Man through the crowd barrier

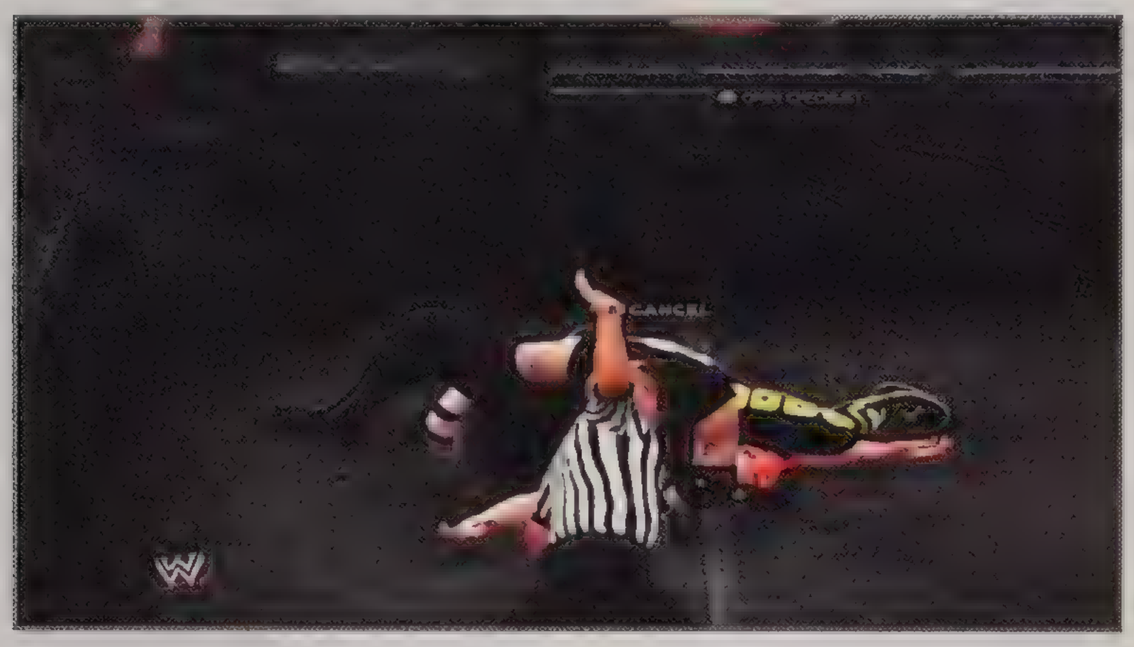
You'll need to do serious damage to Big Boss Man to trigger the Hidden Objective reveal. On the way to critical damage, you are certain to build momentum to a Signature Move. Hit him with the Shake, Rattle and Roll.

TIP

Keep a Finisher stored to use for the Hidden Objective. Hit Big Boss Man with objects to make him critically damaged.

Whip him into a corner and use the OMG Moment to clear the objective.

Objective: Win by pinfall outside the ring



Pile on for the pin. After being blasted through the barricade, Big Boss Man isn't going anywhere.

MANKIND VS. THE ROCK

JANUARY 4, 1999

MATCH OBJECTIVES

» Win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Perform at least 1 Finisher

» Perform at least 5 object attacks

» Hidden Objective: Win in 1 minute or less

It's another match with The Rock. You play as Mankind, and you are tasked with taking this match ringside and blasting him with some objects.

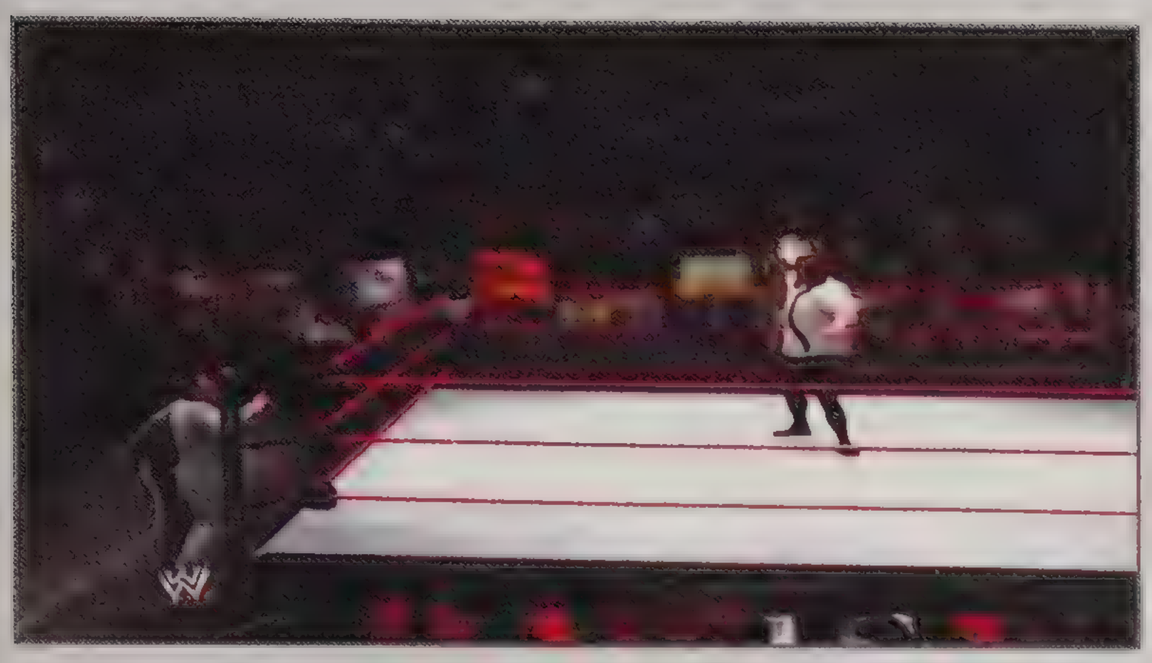
Objective: Perform at least 5 object attacks

Get some damage done ringside with the chairs by the announcer table. You'll have to use both to get in all five attacks.

Objective: Perform at least 1 Finisher

Work your way up to a Finisher. Hit him with the Mandible Claw.

Objective: Win in 1 minute or less



After a few grapples beyond critical damage, the Hidden Objective reveals itself and a one-minute timer appears. You should be able to take the match with plenty of time to spare.

THE ROCK VS. MANKIND

JANUARY 24, 1999

MATCH OBJECTIVES

- Get Kane's damage to critical
- Win the I Quit Match

HISTORICAL BONUS OBJECTIVES

- Grappie Mankind as he's leaning on the announcer table
- Lure Mankind to the stage after he has moderate damage
- Perform the People's Elbow
- Hidden Objective: Hit Mankind with a chair 13 times while in the ring

This is the first journey into a new *WWE '13* match type: the I Quit Match. When you gain some control over Mankind and slam him to the mat, an "Ask" icon appears. This will prompt a mini-game. In this match, you don't need to complete the regular requirements to win an I Quit Match—just satisfy the objectives and the cutscenes will trigger for the cinematic "Ask".

Objective: Grapple Mankind as he's leaning on the announcer table

Whip Mankind out of the ring and onto the announcer table. You are simply performing a grapple against the table, so you don't have to disassemble the table first.

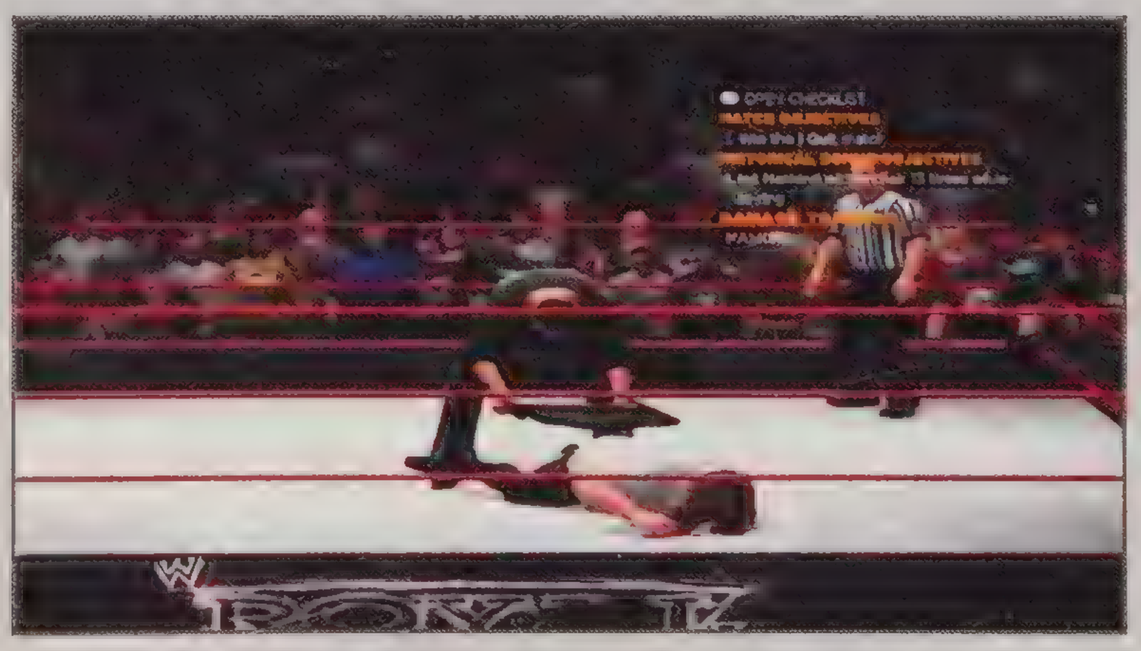
Objective: Lure Mankind to the stage after he has moderate damage

If you don't like to wait, just whip Mankind up the ramp. Find the WWE icon to the left and have Mankind follow you over there to trigger a cutscene.

Objective: Perform the People's Elbow

This is an I Quit Match, so every time you drop an opponent to the mat, it'll give you the "Ask" icon. Press the Finisher button when you have the Finisher stored, even if you don't see the icon. This will trigger a cutscene and The Rock will end up with a chair in his hand when gameplay resumes.

Hidden Objective: Hit Mankind with a chair 13 times while in the ring



This is a well-made chair. Blast away 13 times to start a cutscene and end the match.

MANKIND VS. THE ROCK

JANUARY 31, 1999

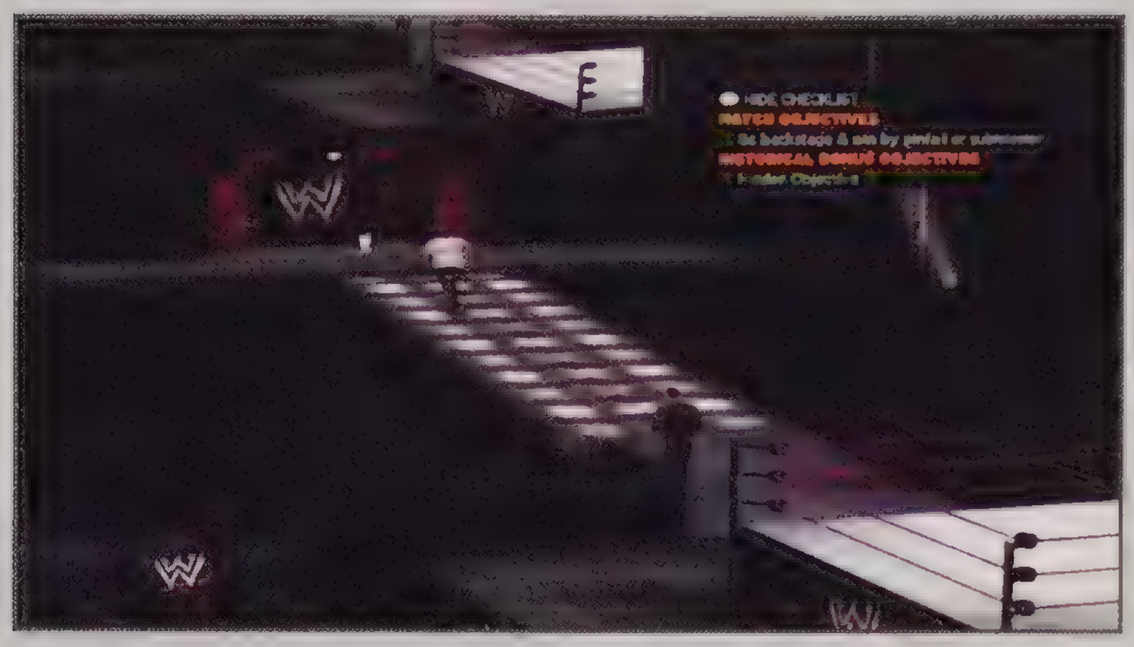
MATCH OBJECTIVES

» Go backstage & win by pinfall or submission

HISTORICAL BONUS OBJECTIVES

» Hidden Objective: Grapple The Rock as he's leaning on the forklift

This is another "super" Backstage Brawl. The match starts in a "super" empty arena and was aired at halftime during a certain football game. Can you guess which one?



Immediately leave the ring and run to the locker room area. Run up to the WWE icon onstage.

Hidden Objective: Grapple The Rock as he's leaning on the forklift

You begin the Backstage Brawl Match in the main room by the soda machine. Go left (turn around and run away from The Rock). Keep your distance—your HP will dwindle fast if you get hit with any big moves from The Rock.

Run all the way to the left as far, as you can go, and then head down (toward the camera) and into parking area. The forklift is the second vehicle on the left. There are a couple of green barrels stacked on the pallets.

Whip The Rock into the barrels and press grapple to trigger a cutscene.

Mankind pins The Rock with the forklift to end the Mankind campaign!

BONUS MATCH: TRIPLE H VS. KANE

SEPTEMBER 27, 1998

HISTORICAL BONUS OBJECTIVES

- Successfully perform a Corner 10-Punch Combo
- Win the match without hitting your Finisher
- Win by escaping the cage

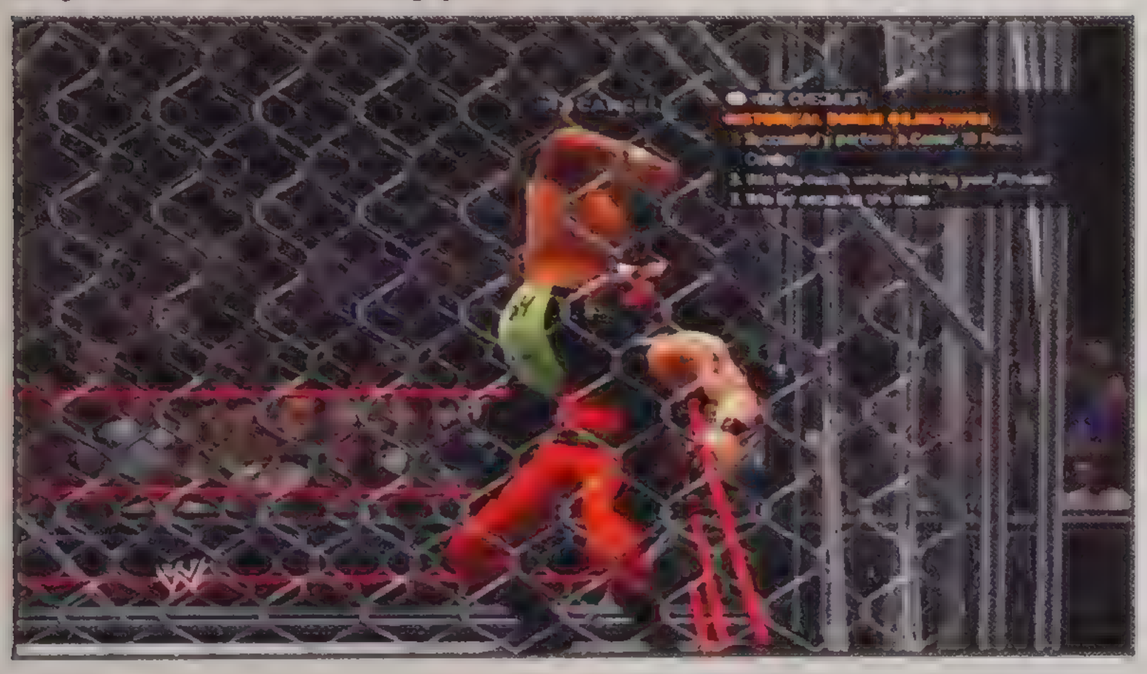
MATCH STRATEGY

Kane is a tough opponent in this match. After you get the 10-Punch Combo, he is all over you and constantly tries to escape the cage. When you try to climb, you will have to reverse at least one attempt by Kane to pull you off—which can be a challenge on the harder difficulty levels.

TIP

This can be one of the more difficult matches in the "Attitude Era" mode—unless you follow the instructions here. Follow these instructions and it can be completed in just a few minutes.

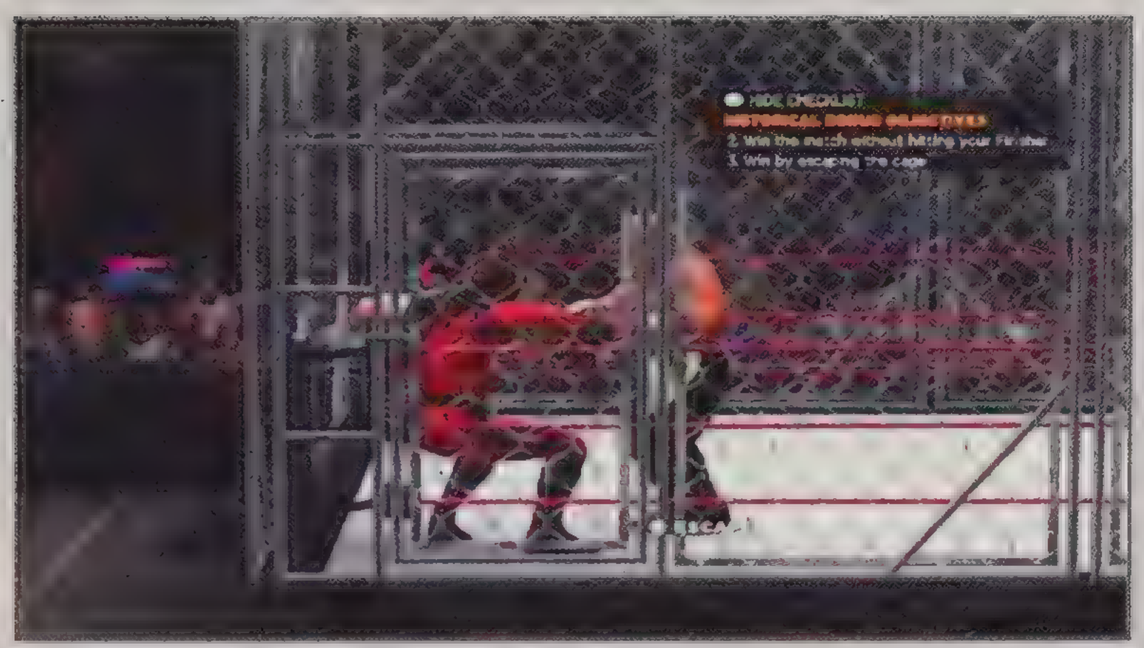
Objective: Successfully perform a Corner 10-Punch Combo



Whip Kane into the top-right corner. Approach him quickly while he is groggy and press up and grapple. Triple H will climb up the turnbuckle to start a button-press minigame. Press strike 10 times to keep the punches coming. If you break rhythm, then Kane will block and toss you to the mat.

TIP

Don't wait to see the strike icon flash fully. When it first starts to appear, press the button (similar to a reversal). Keep pressing strike at the rate of 2 presses per second to complete the move.



Escaping the cage through the door is a bit of an Easter Egg. In order to trigger the "Escape" icon, whip Kane into the bottom-left corner of the ring. Hit the grapple button when it appears with "Escape" to trigger an animation of Triple H performing a Superplex off of the top rope, and then the minigame will start.

This crawl minigame is like the climb minigame. Press grapple when the arrow moves to the far right to have Triple H crawl faster.

Escape and win!

WRESTLEMANIA XV

7 MATCHES

The "Attitude Era" story mode for *WWE '13* culminates with the intense battles at *WrestleMania XV*.

STONE COLD STEVE AUSTIN VS. MR. MCMAHON

FEBRUARY 14, 1999

MATCH OBJECTIVES

- Hidden Objective: Prevent Mr. McMahon from climbing the cage
- Win the match

HISTORICAL BONUS OBJECTIVES

- Hidden Objective: Prevent Mr. McMahon from climbing the cage
- Hidden Objective: Climb to the top of the cage and escape to win
- Hidden Objective: Perform a Stunner on Mr. McMahon

MATCH STRATEGY

This is a Cage Match with Mr. McMahon... with a twist.

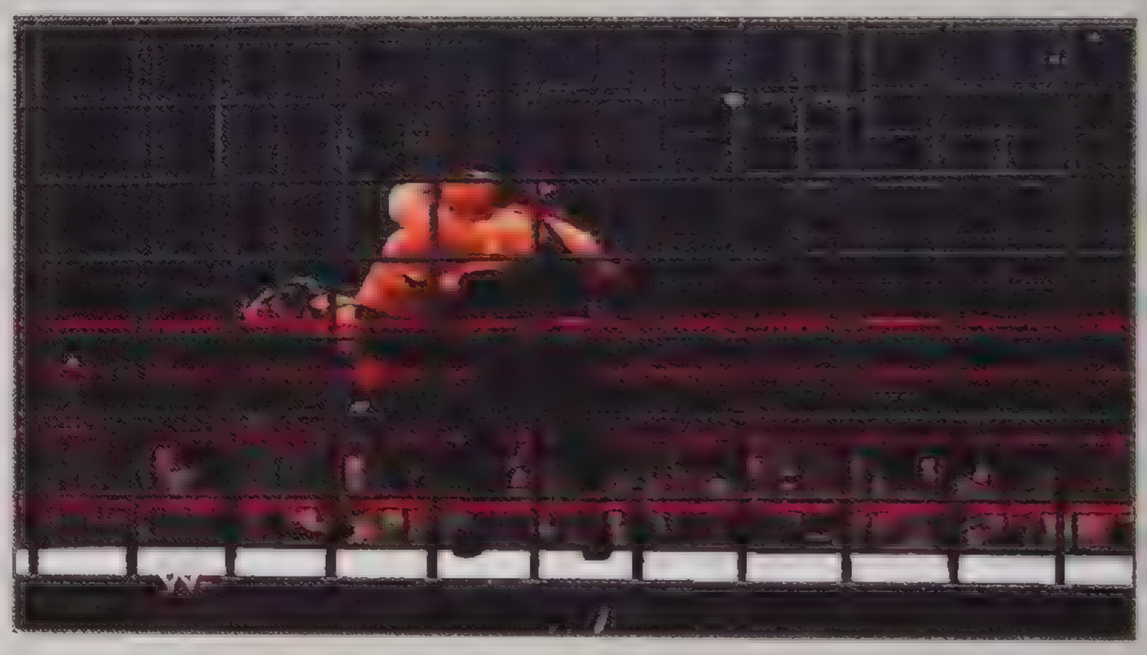
Hidden Objective: Prevent Mr. McMahon from climbing the cage

There are two ways to go about this. After the cutscene, Mr. McMahon is down. You can immediately climb the cage, but he'll recover and attempt to pull you down. Reverse it and you can escape. Your other option is to pick up Mr. McMahon while he is down and blast him for enough damage to make him stay down while you climb out. Hit escape at the top to trigger a cutscene and meet the objective.

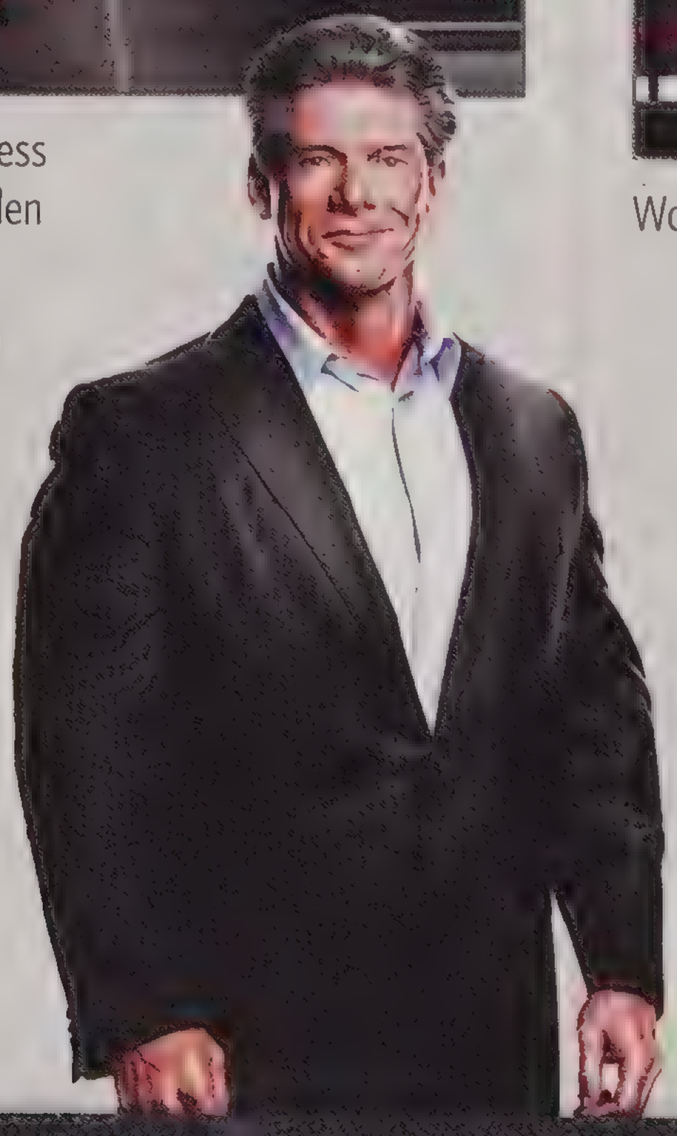
Run over under Mr. McMahon and press grapple to start a cutscene. Two Hidden Objectives appear.

Hidden Objective: Climb to the top of the cage and escape to win

Hidden Objective: Perform a Stunner on Mr. McMahon



Work your momentum up and rock him with a Stone Cold Stunner.



After the Stunner, Paul Wight appears in the ring and takes some well thought out direction from Mr. McMahon. He throws Stone Cold Steve Austin through the cage wall, causing Austin to win by escape!

THE ROCK VS. MANKIND

FEBRUARY 15, 1999

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Put Mankind through the announcer table

MATCH STRATEGY

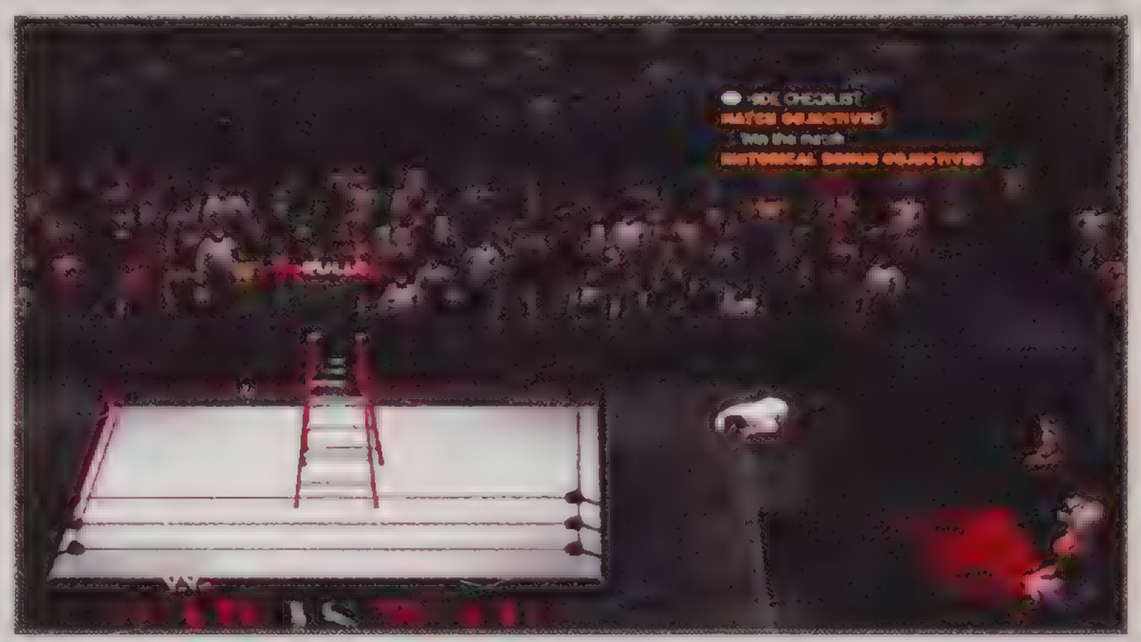
We had a feeling that Mankind was going to get caught on the short end of some WWE hijinks. We were Wight—er... right.

Objective: Put Mankind through the announcer table

Disassemble the announcer table. Move the ladder out of the way before you whip Mankind into the table, and hit a big grapple to destroy it!

Objective: Win the match

Use a Finisher to complete an OMG Moment and put Mankind through the crowd barricade. That will give you some time to climb the ladder in the center of the ring and grab the Championship that is hanging down.



When you're successful, a cutscene will begin.

With some help from Paul Wight, Mankind is taken care of and The Rock grabs the Championship!

MANKIND VS. STONE COLD STEVE AUSTIN

MARCH 8, 1999

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Perform the Double-Arm DDT on Austin

» Perform the Mandible Claw on Austin

» Win by submission

MATCH STRATEGY

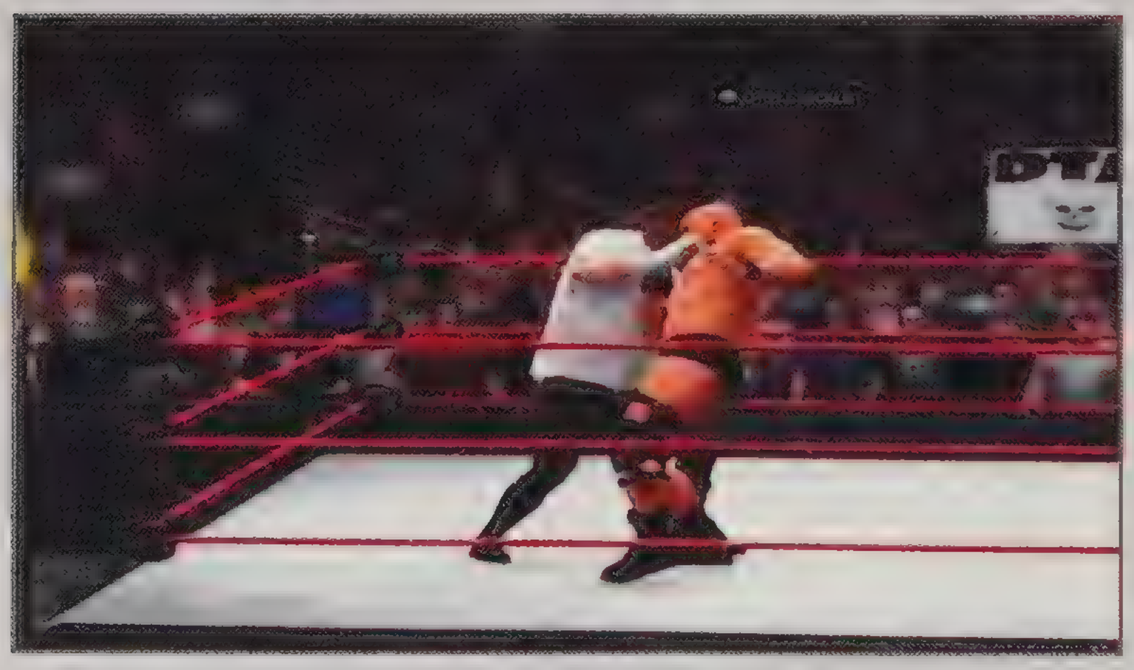
This is a Normal Match with a special referee. Making the calls for the evening is the World's Largest Athlete, Paul Wight, in the world's largest speedo.

CAUTION

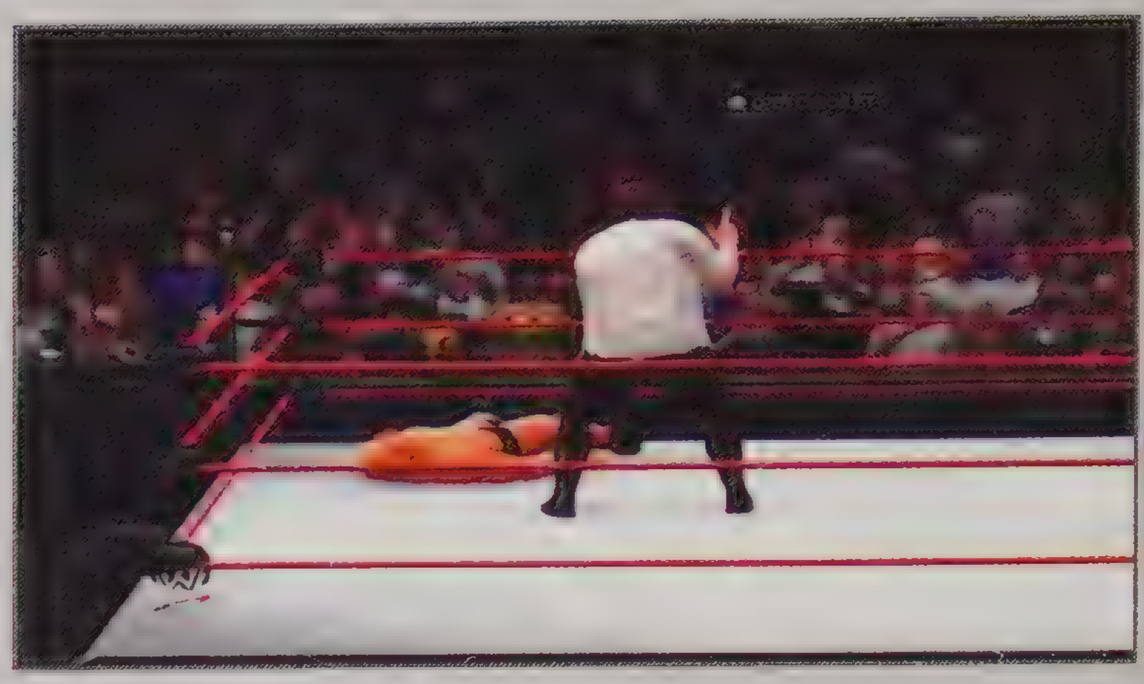
Be careful to not hit Paul Wight. He moves around the ring and gets in the way a lot. If you clip him with a strike he will disqualify you. Don't be too hasty with your attacks when Wight is nearby or you may accidentally hit him and fail the "win the match" objective when Wight ends your night.

Objective: Perform the Mandible Claw on Austin

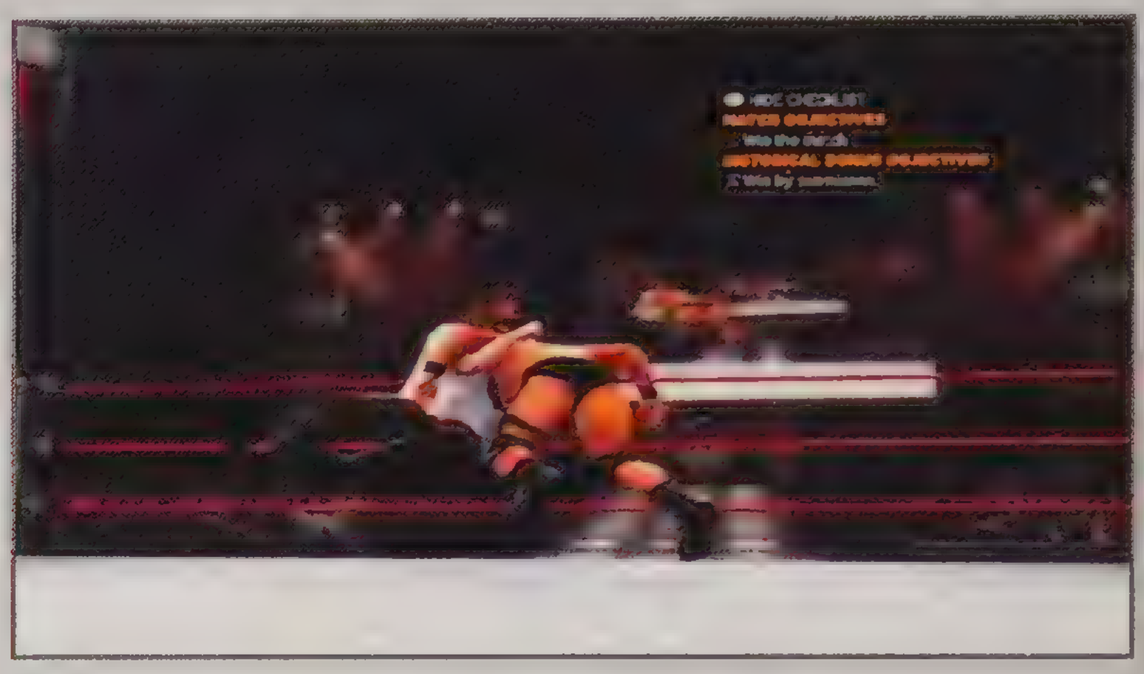
Objective: Perform the Double-Arm DDT on Austin



Work your way up to a Finisher and hit Stone Cold Steve Austin with a Mandible Claw.



After some slams, use the left and right taunts to boost momentum and open up another Finisher.



Hit him with the Double-Arm DDT.

Objective: Win by submission

Stone Cold Steve Austin has taken such a beating by this point that his torso is probably critically damaged, so slap on a Surfboard Stretch Breaking Point Submission and he'll be yelling "uncle" in no time.

TIP

If you only have critical damage to the head after your Finishers (check for red with RB or R1), pick up Stone Cold Steve Austin and leave him standing and groggy while facing Mankind. Hold the grapple button to latch on with a Sleeper Hold—it's the only submission in Mankind's move-set that attacks the head.

STONE COLD STEVE AUSTIN VS. PAUL WIGHT

MARCH 22, 1999

MATCH OBJECTIVES

» Win the match

HISTORICAL BONUS OBJECTIVES

» Perform the Lou Thesz Press Signature Move
» Strike Paul Wight with a chair at least 5 times
» Avoid getting caught by any Finishers
» Perform a Finisher on Paul Wight & pin him in 10 seconds

MATCH STRATEGY

This is an *Extreme Rules* Match. Go to work on Paul Wight with whatever you find.

Grab the ring bell and tear up Paul Wight.

Objective: Perform the Lou Thesz Press Signature Move

Build up your momentum to open a Signature Move. Run at Paul Wight and press the Finisher button to launch into a Lou Thesz Press.

Objective: Strike Paul Wight with a chair at least 5 times

Pull a chair out from under the ring and hit Paul Wight with it.

Objective: Perform a Finisher on Paul Wight & pin him in 10 seconds

You've done so much object damage to Paul Wight by now that he's ripe for the pinfall. A Finisher like the Stone Cold Stunner will start the 10-second timer. Pin him for the win.

BONUS MATCH: SHANE MCMAHON VS. X-PAC

MARCH 28, 1999

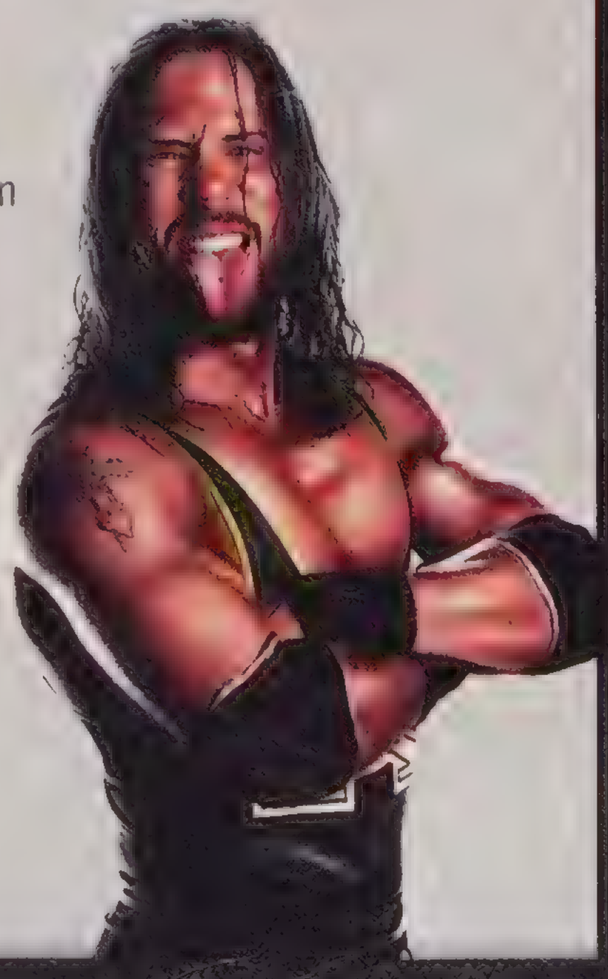
HISTORICAL BONUS OBJECTIVES

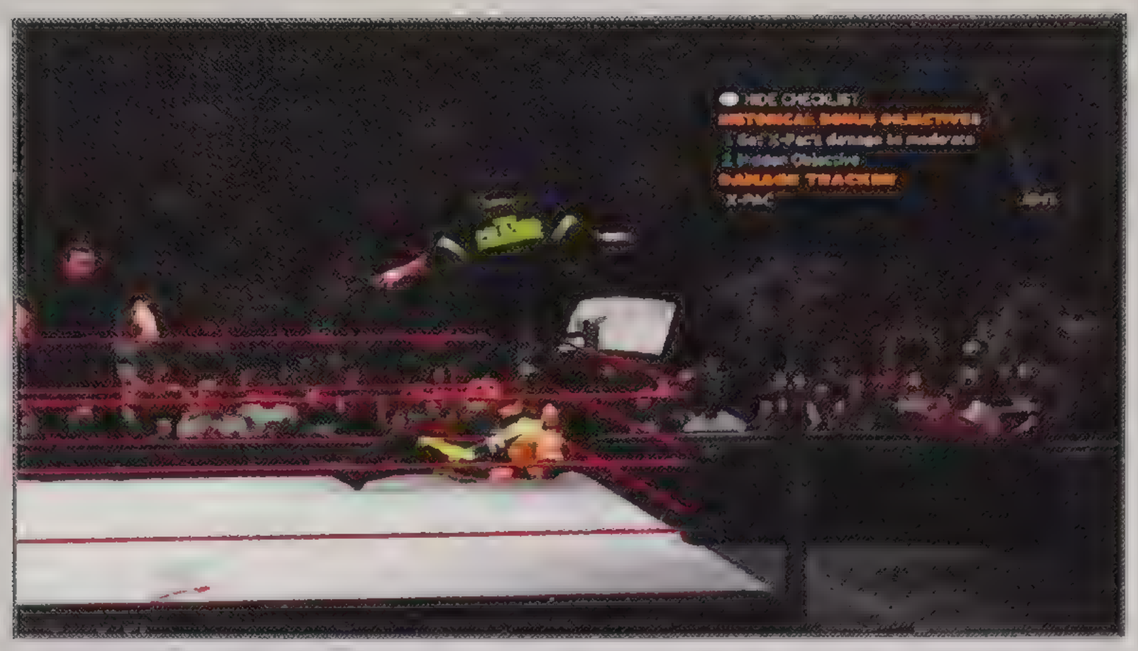
» Get X-Pac's damage to moderate
» Hidden Objective: Perform a Finisher on X-Pac and pin him in 10 seconds

MATCH STRATEGY

This Bonus Match has Shane McMahon getting some help from Triple H.

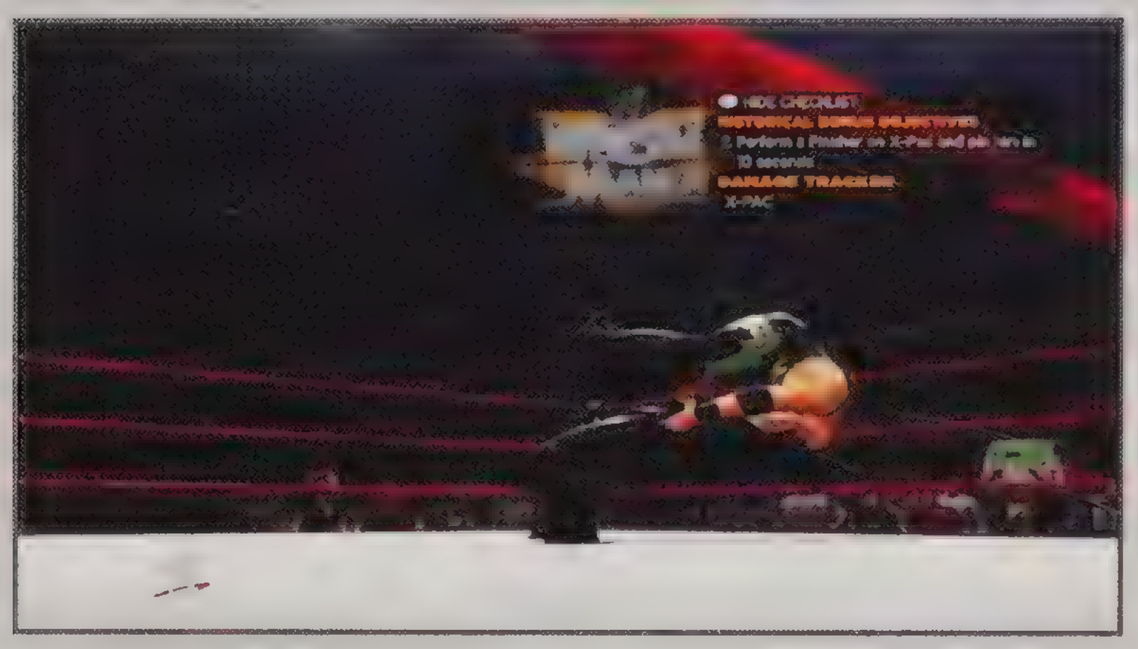
Objective: Get X-Pac's damage to moderate



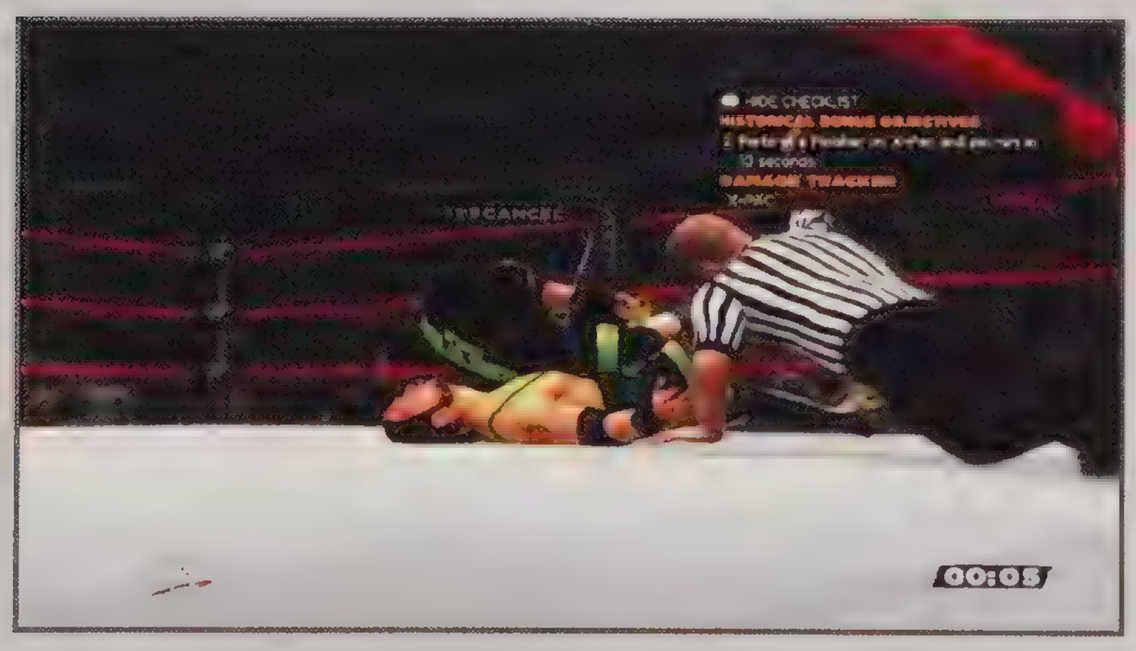


Work your way through X-Pac with Shane McMahon. Hit him with Shane's Combination Punch Signature Move and follow up with a Finisher. If he's still not to moderate damage, keep the pressure on.

Objective: Perform a Finisher on X-Pac and pin him in 10 seconds



After X-Pac's damage gets to moderate, Triple H hops over the crowd barrier and joins in on the fun. Work up to a Finisher and hit X-Pac with a Snap Suplex.



Settle in for the pin and the victory.

STONE COLD STEVE AUSTIN VS. THE ROCK

MARCH 28, 1999

MATCH OBJECTIVES

» Lure The Rock to the stage after he has moderate damage

» Grapple The Rock while he's leaning on the announcer table

» Hidden Objective: Perform a Finisher on The Rock & pin him in 10 seconds

» Hidden Objective: Win by pin or submission

HISTORICAL BONUS OBJECTIVES

» Succeed at the "WWE Attitude" Moment

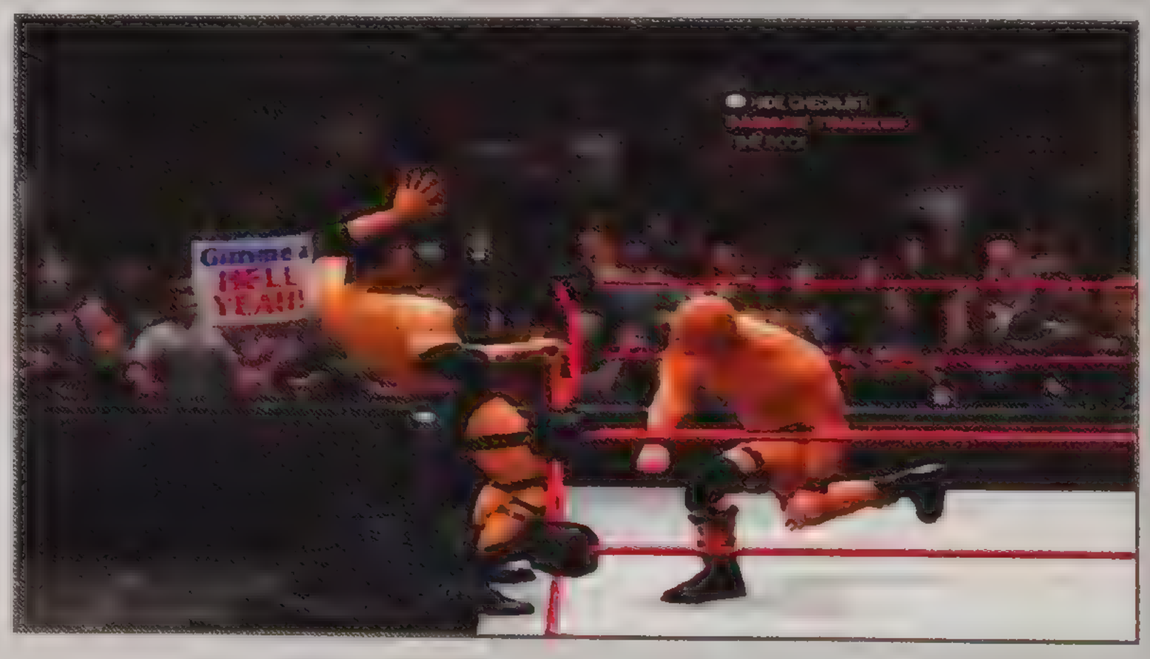
MATCH STRATEGY

This is the final match of the "Attitude Era" storyline. You are awarded the Bonus Match with Bret Hart that started it all in 1997 after you take the Championship here with Stone Cold Steve Austin.

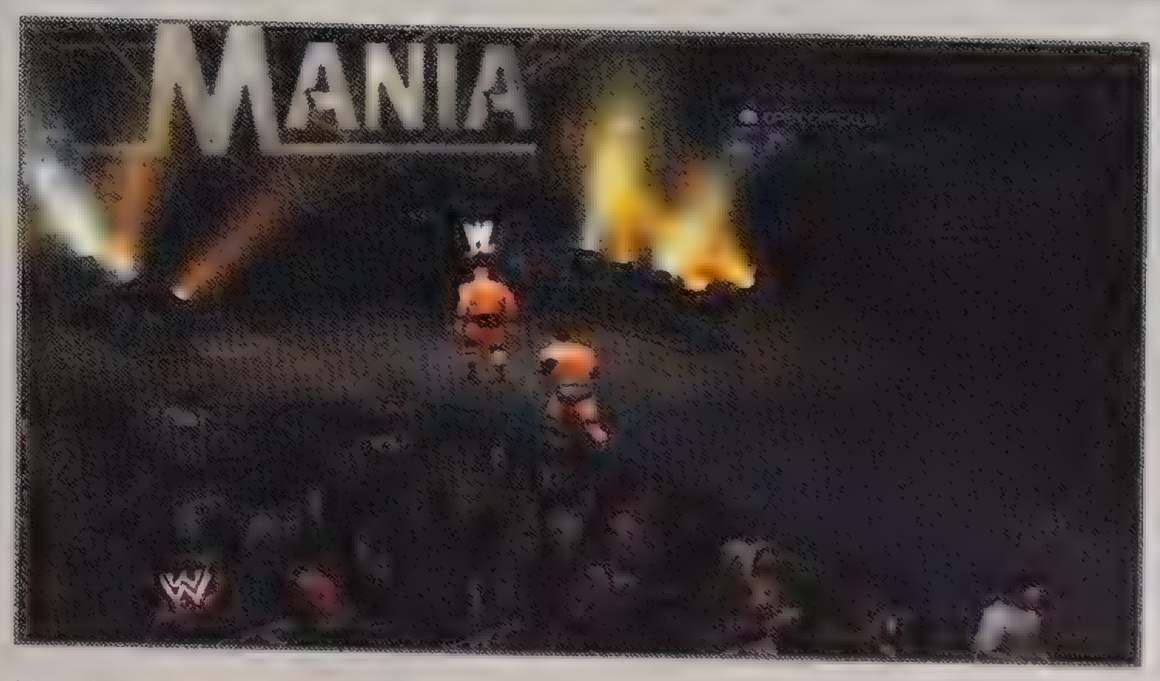
Objective: Grapple The Rock while he's leaning on the announcer table

Whip The Rock out of the ring, and then whip him again, this time into the announcer table. Grapple him to start a cutscene.

Objective: Lure The Rock to the stage after he has moderate damage



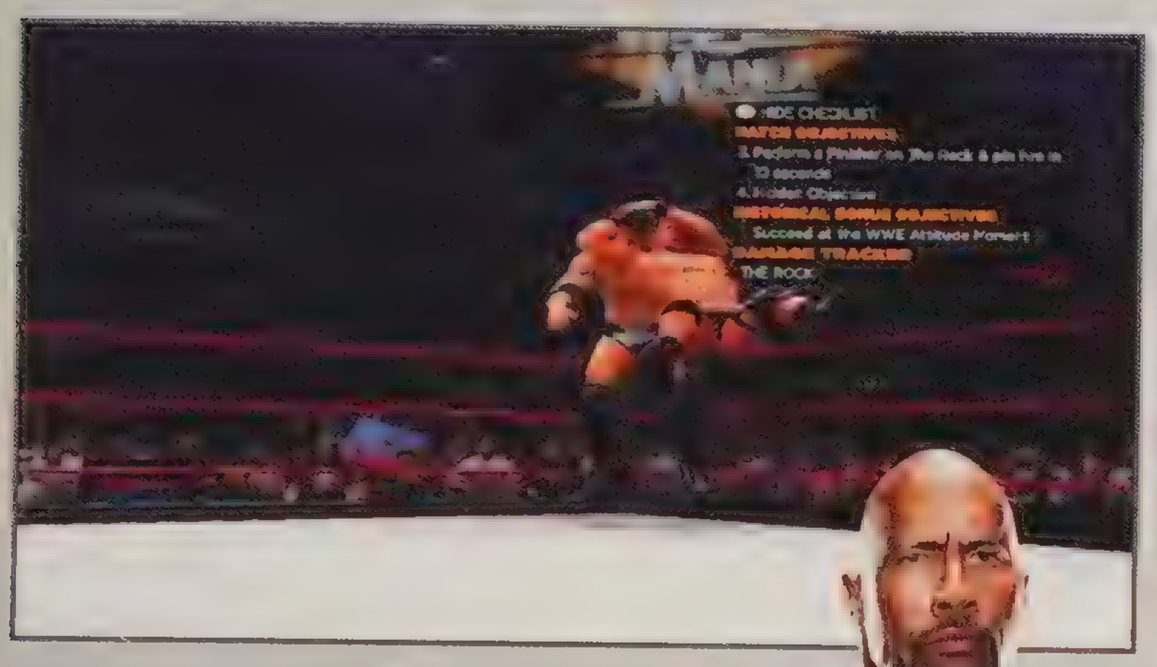
Do some damage to get The Rock to moderate.



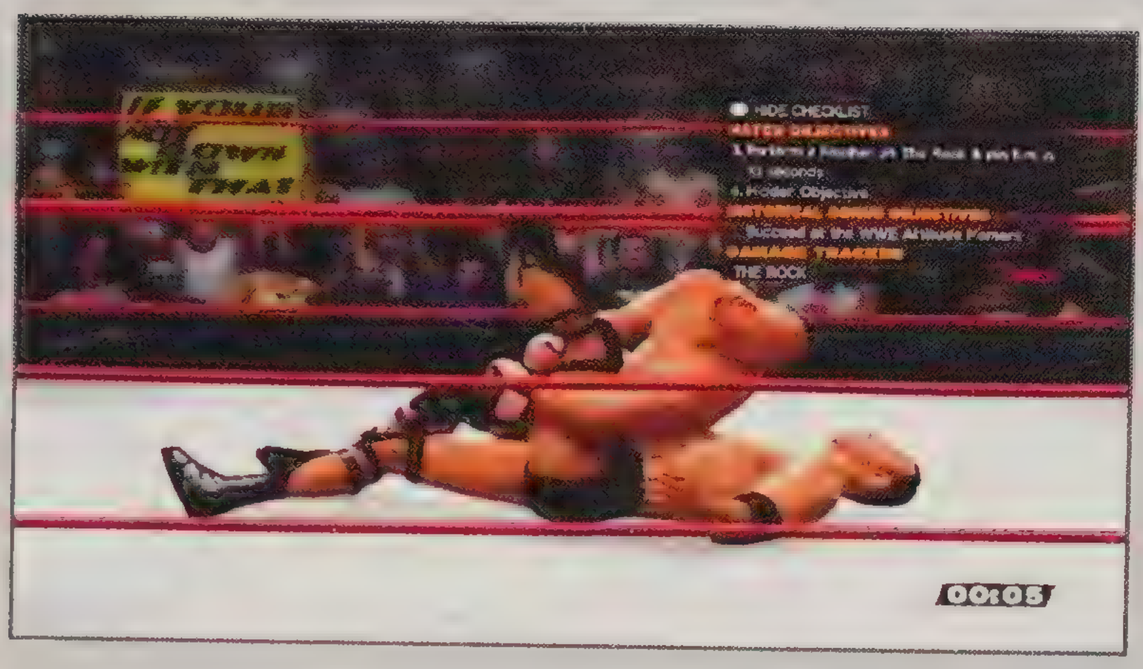
Head up the ramp to the stage and run into the WWE icon to trigger another cutscene.

Keep hammering away at The Rock until he reaches critical damage. The Hidden Objective will reveal itself.

Hidden Objective: Perform a Finisher on The Rock & pin him in 10 seconds



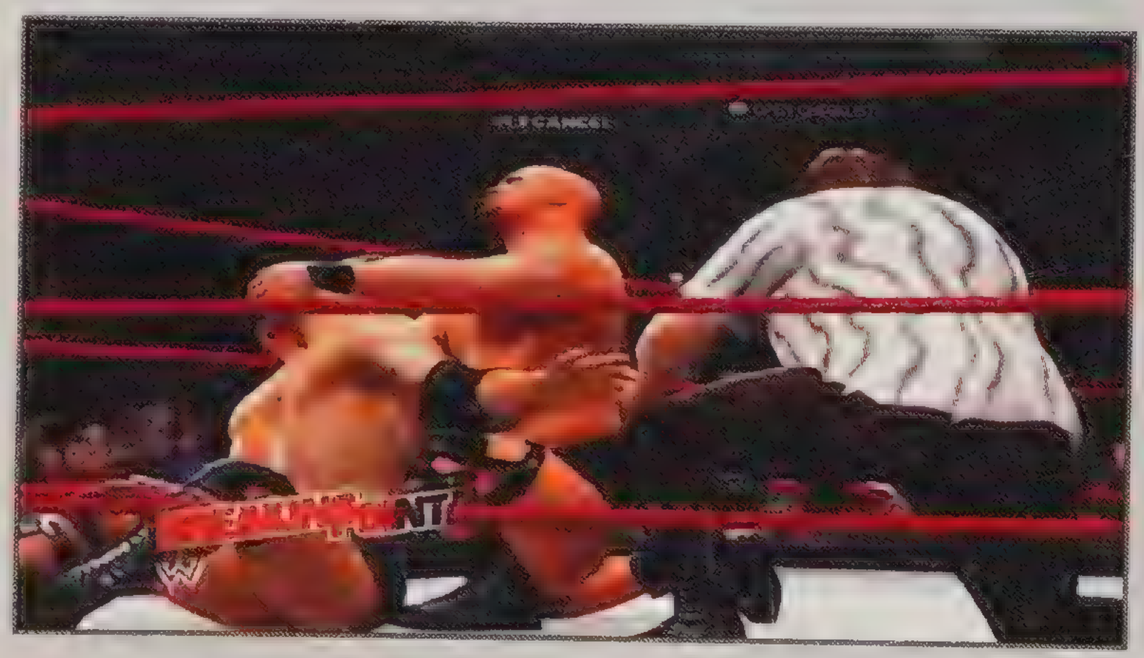
Work your way up to a Finisher. It's another Stone Cold Stunner.



Pin The Rock. He'll kick out and a cutscene will start. The next Hidden Objective is revealed.

Objective: Succeed in the "WWE Attitude" Moment

In order to trigger the minigame, you'll have to open up another Finisher and use it. The "WWE Attitude" Moment is a dramatic version of the Stone Cold Stunner.



End The Rock's night with a Camel Clutch Breaking Point Submission. With all of the Stone Cold Stunner Finishers you've thrown, The Rock has taken some big-time critical damage to the head. The tap out was set up nicely.

BONUS MATCH: BRET HART VS. UNDERTAKER

AUGUST 3, 1997

HISTORICAL BONUS OBJECTIVES

- Get Undertaker's damage to moderate
- Succeed at the "WWE Attitude" Moment
- Get Undertaker's damage to critical & hit him with a chair while in-ring
- Hidden Objective: Pin Undertaker

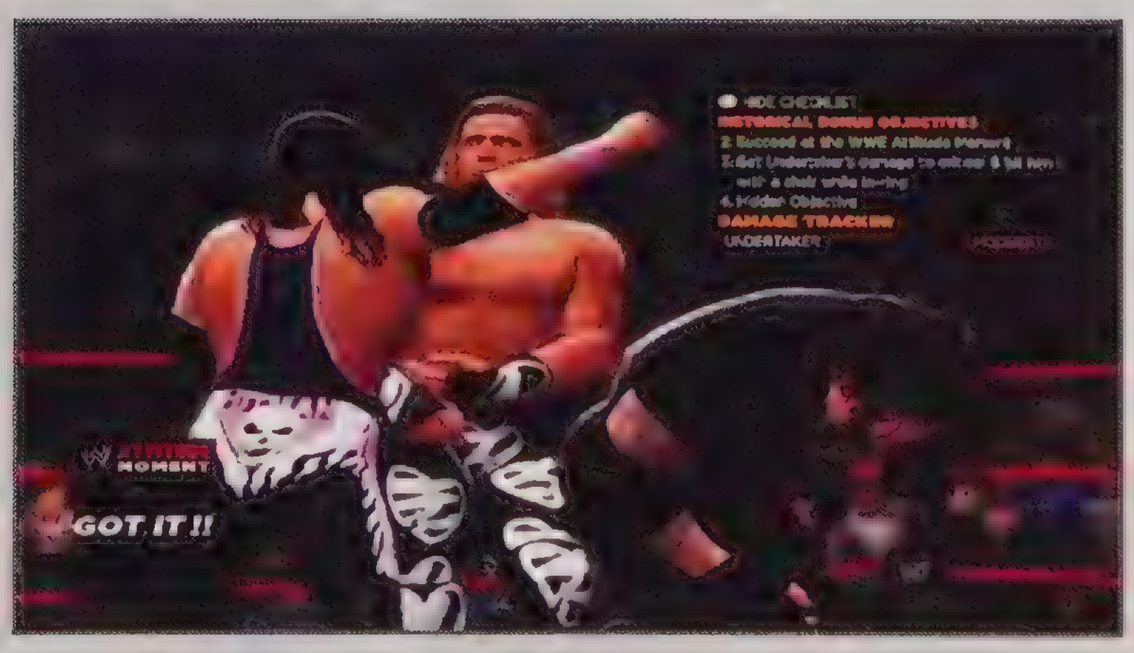
MATCH STRATEGY

Bret Hart is an explosive Superstar and, by attribute numbers, a competitive matchup for Undertaker.

Objective: Get Undertaker's damage to moderate

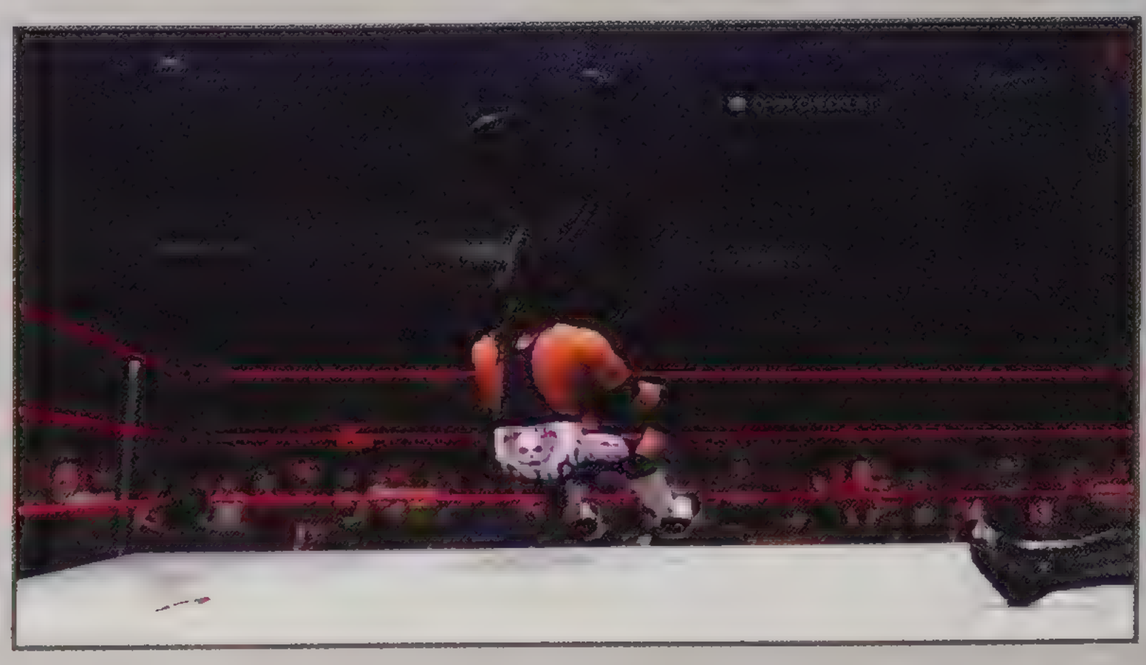
Keep your distance and keep the advantage when you have it by picking Undertaker up off the mat and hitting powerful running grapples.

Objective: Succeed at the "WWE Attitude" Moment

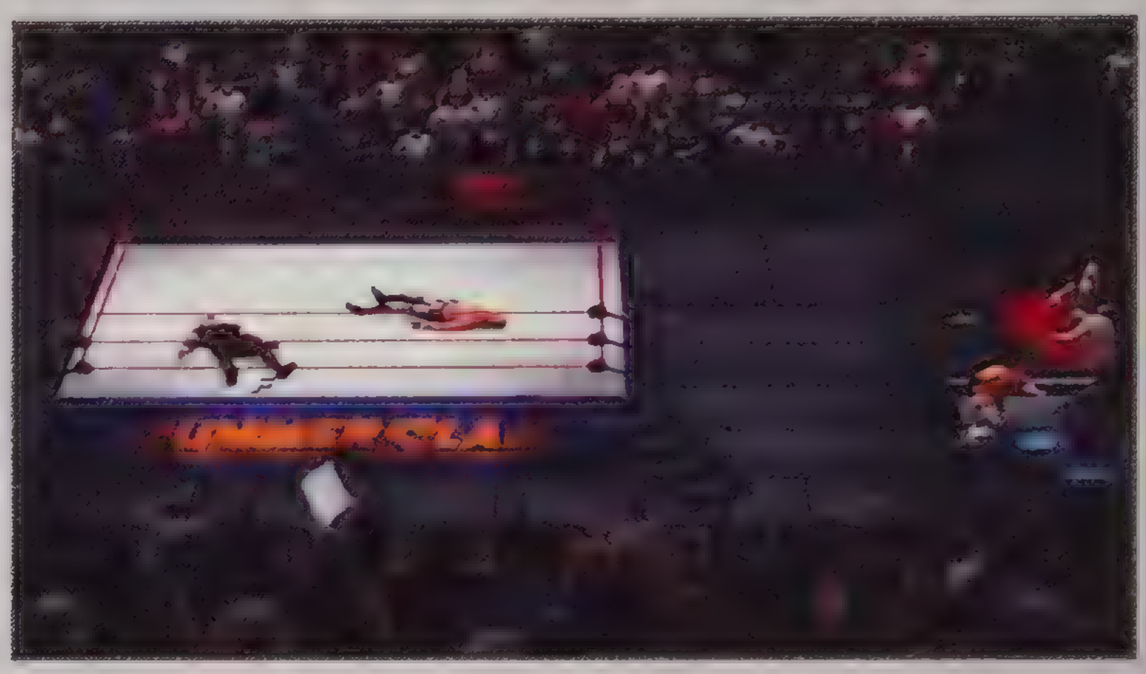


Getting Undertaker's damage to moderate triggers the "WWE Attitude" Moment. This time it's a clothesline for Shawn Michaels!

Objective: Get Undertaker's damage to critical & hit him with a chair while in-ring



A couple of back-to-back Adjustment Piledrivers (Signature Move and Finisher) will leave Undertaker at critical damage.



Grab a chair from the announcer table area and slide back into the ring.

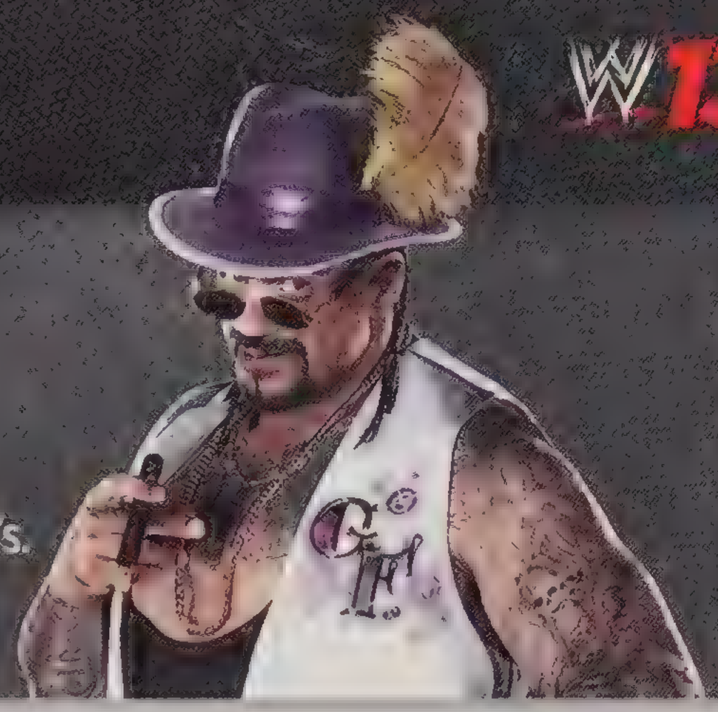
Swing away!

Settle in for the pin to trigger a final cutscene with Shawn Michaels.

OFF SCRIPT

10 MATCHES

The "Attitude Era" was filled with exciting matches, and the excitement extended beyond the 1990's. The Off Script level highlights classic matches that happened outside of the dominant storyline.



KANE VS. VADER

MAY 31, 1998

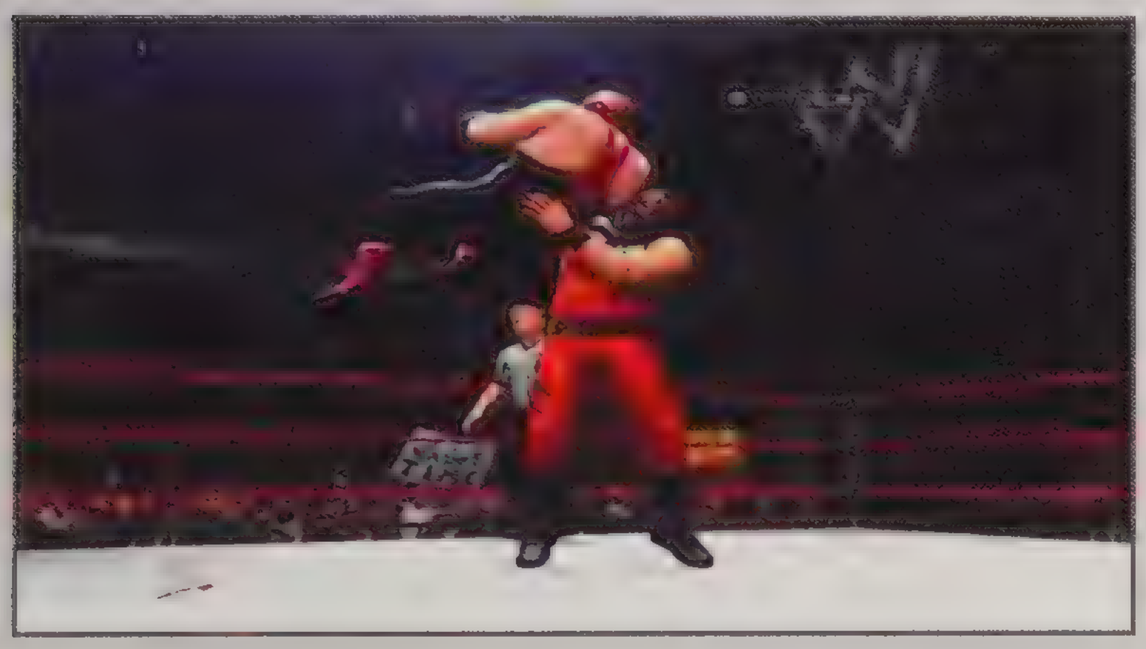
HISTORICAL BONUS OBJECTIVES

- Hit a Diving Clothesline from the top rope
- Perform a Chokeslam
- Perform a Tombstone Piledriver and pin him in 10 seconds

MATCH STRATEGY

This match with Vader has the The Red Monster facing off with the "Mastodon"! You play as Kane and you need to progress at least two cycles to Finisher to satisfy all the objectives.

Objective: Perform a Chokeslam

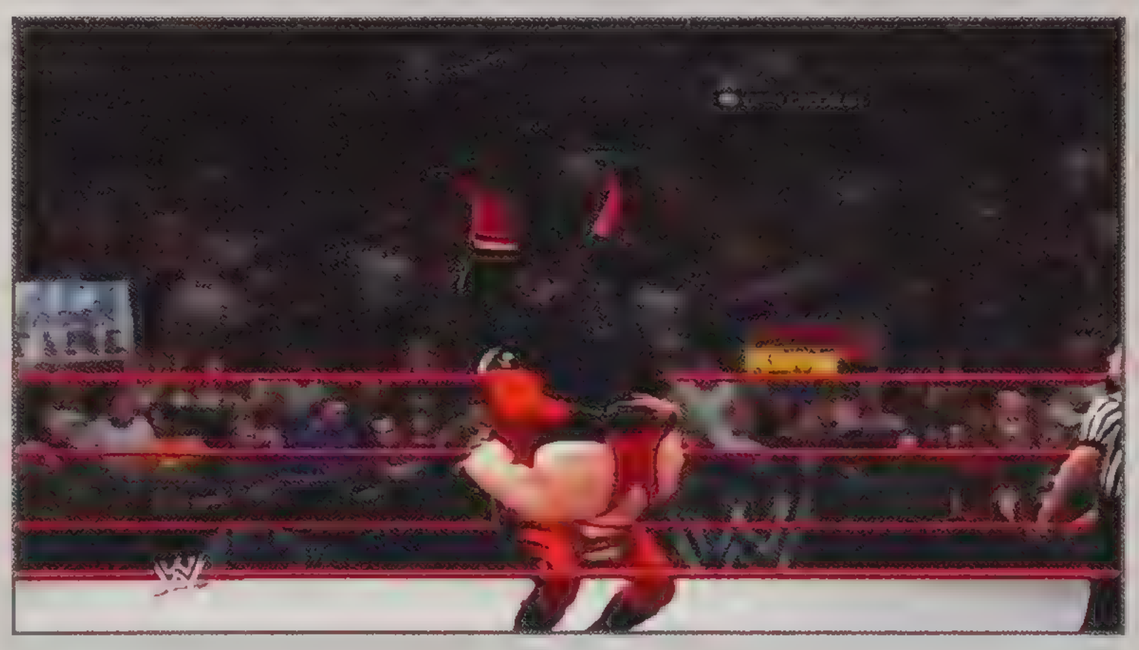


Work over Vader with strikes and big grapples. Whip Vader into the corners (or out of the ring) and taunt to keep the momentum building. Slam the big fella with a Chokeslam.

Objective: Hit a Diving Clothesline from the top rope

At any time throughout the match, climb up to the top rope and press strike when Vader walks close or is standing groggy to dive into a Flying Clothesline 1.

Objective: Perform a Tombstone Piledriver and pin him in 10 seconds



It's an impressive Finisher...

...And it proves to be too much for Vader.

GODFATHER & MARK HENRY VS. THE ROAD WARRIORS

JULY 27, 1998

HISTORICAL BONUS OBJECTIVES

» Perform the Pimp Drop

» Prevent Hawk from ever tagging into the match

» Win by pinfall with Godfather pinning Animal

MATCH STRATEGY

In order to keep Hawk from ever getting tagged in, you'll have to keep good control of ring with Godfather. Mark Henry starts in the ring. Tag in the Godfather right away.

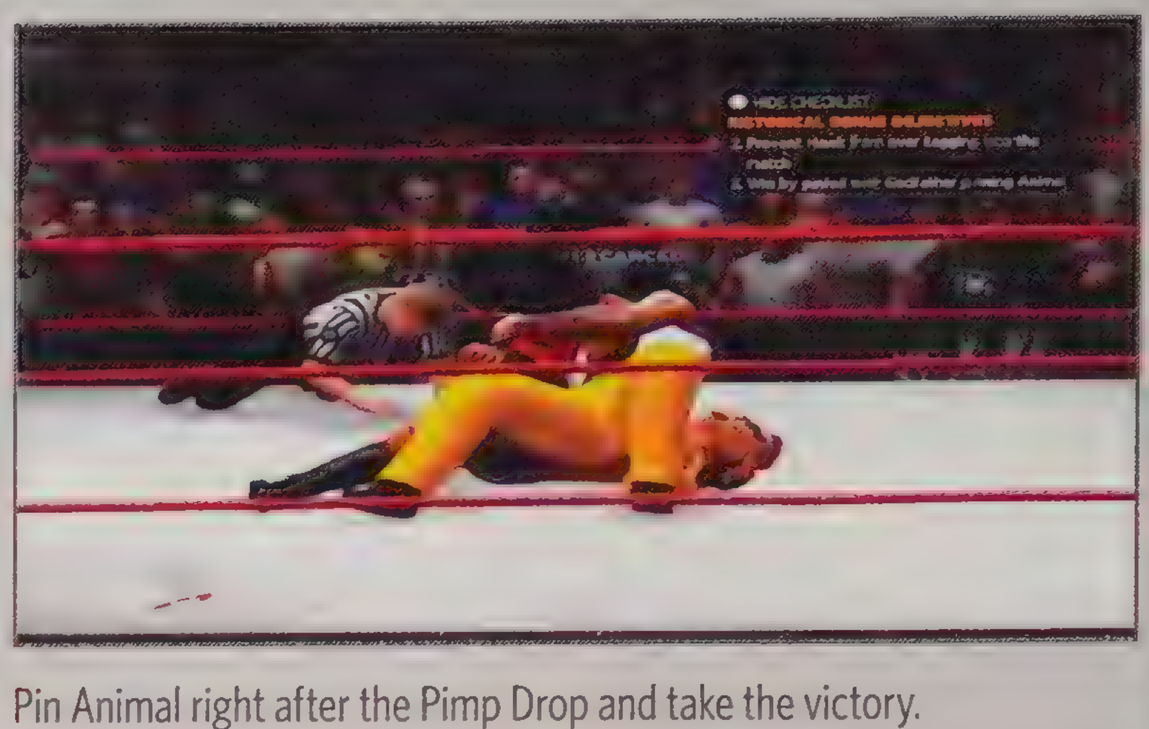
Objective: Prevent Hawk from ever tagging into the match

Whip Animal out of the ring and taunt to build momentum. If he's not in the ring, he can't tag in Hawk.

Objective: Perform the Pimp Drop

After you do some decent damage on Animal both in the ring and out, work your way to a Finisher and lay him out with the Pimp Drop.

Objective: Win by pinfall with Godfather pinning Animal



Pin Animal right after the Pimp Drop and take the victory.

EDGE VS. VADER

OCTOBER 11, 1998

HISTORICAL BONUS OBJECTIVES

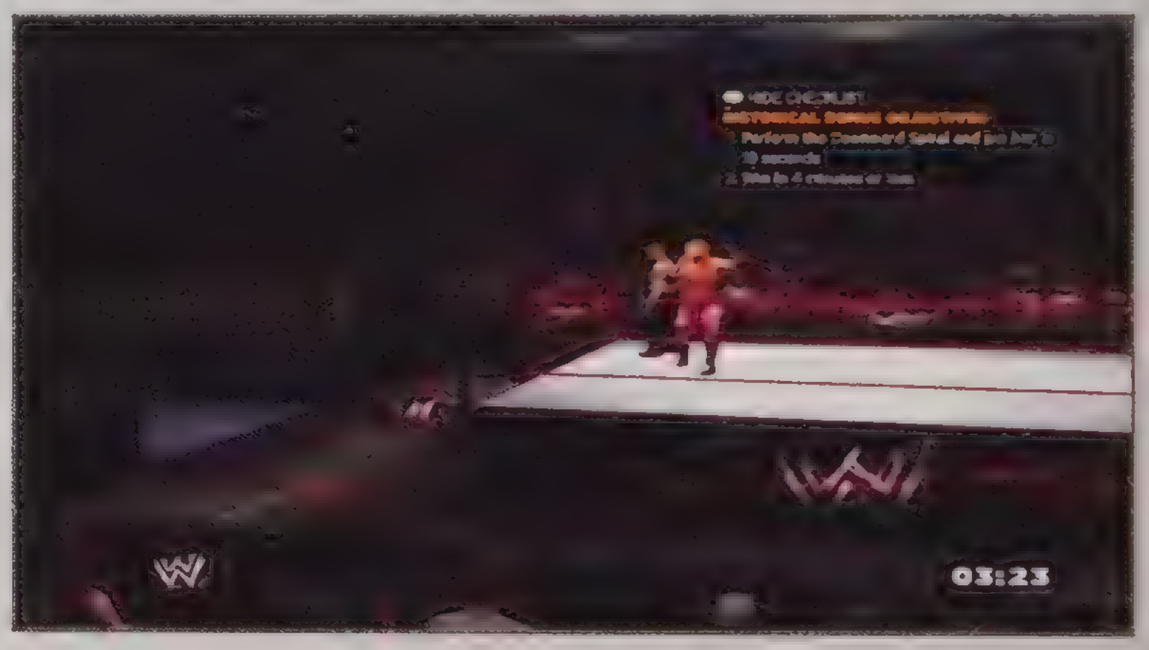
» Perform the Downward Spiral and pin him in 10 seconds

» Win in 4 minutes or less

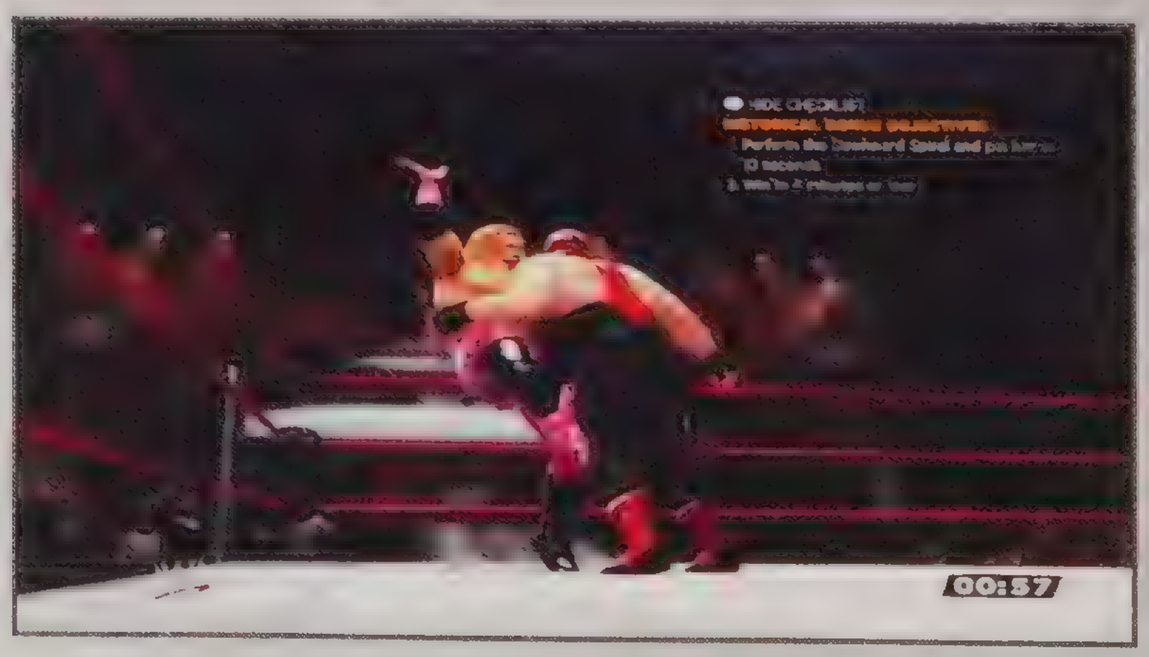
MATCH STRATEGY

This was the end of Vader's long career in the WWE.

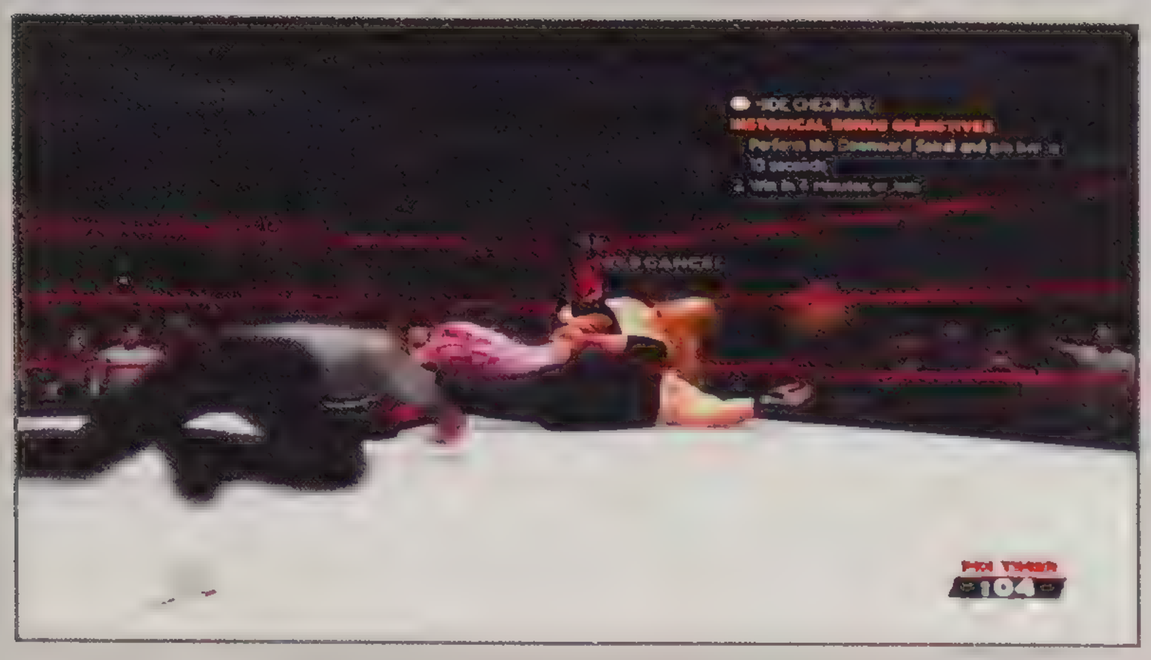
Objective: Perform the Downward Spiral and pin him in 10 seconds



Use all of Edge's repertoire to wear down the tough Vader. Feel free to whip him out of the ring and taunt to build momentum. This is also a good way to retain control of an opponent. Hit Vader as he re-enters the ring.



Stand in front of Vader with a Finisher to get the Downward Spiral.



If you've done enough damage to Vader, you'll get the three-count.

THE ROCK & STONE COLD STEVE AUSTIN VS. TRIPLE H & UNDERTAKER

APRIL 29, 1999

HISTORICAL BONUS OBJECTIVES

» Perform a Rock Bottom on Triple H
» Perform the Stunner on Undertaker
» Win by pinfall

MATCH STRATEGY

This is a challenging Tag Team Match. You play as The Rock and Stone Cold Steve Austin. The Rock and Triple H face off in the ring.

Objective: Perform the Stunner on Undertaker

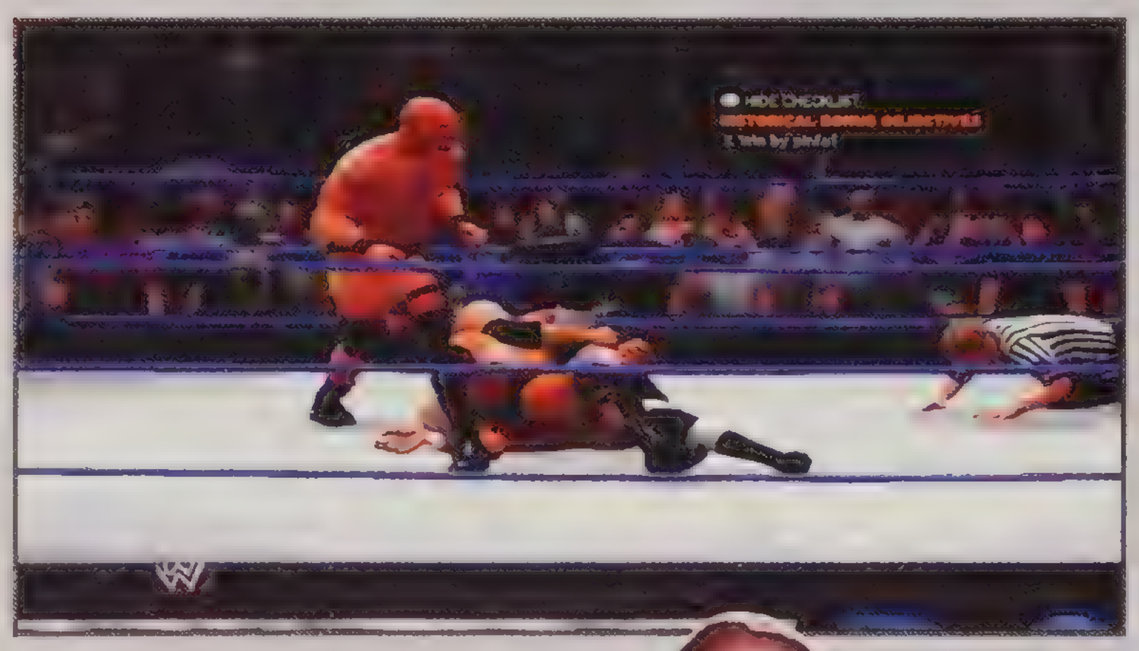
Triple H will tag in Undertaker before you can get to the Rock Bottom Finisher on Triple H. Tag in Stone Cold Steve Austin to hit the Stunner on Undertaker when he enters the ring.

Objective: Perform a Rock Bottom on Triple H

You'll eventually get a chance to hit the Rock Bottom on Triple H.

Objective: Win by pinfall

Triple H will probably kick out of the pin attempt after the first Rock Bottom.



If at first you don't succeed, try again! Hit him with some shots between attempts.

ACOLYTES VS. KANE & X-PAC

MAY 31, 1999

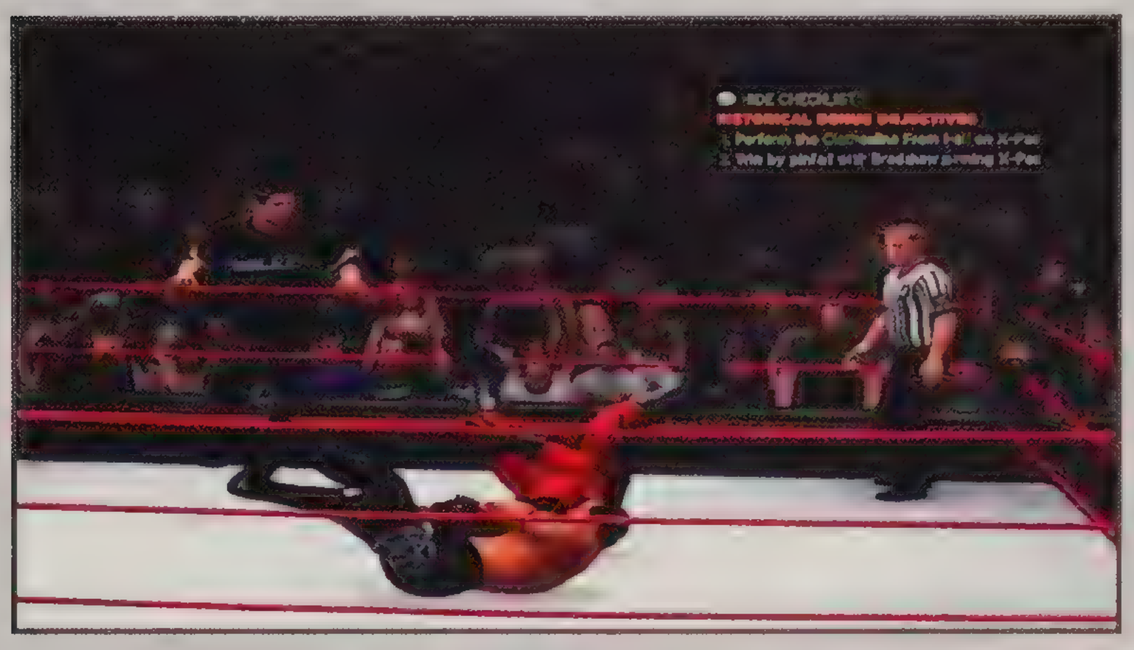
HISTORICAL BONUS OBJECTIVES

» Perform a Clothesline From Hell on X-Pac

» Win by pinfall with Bradshaw pinning X-Pac

MATCH STRATEGY

Kane starts off in the ring with Bradshaw. You're going to need Bradshaw to face X-Pac, so tag in Faarooq to square off with Kane to start.



Faarooq is known to be one of the toughest Superstars ever. He is big, strong, and athletic. Blast Kane with running neckbreakers. Do some damage to Kane and he'll tag in X-Pac.

Objective: Perform a Clothesline From Hell on X-Pac

The Clothesline From Hell is Bradshaw's Finisher. If you've already opened up on X-Pac, completing this objective is the icing on the cake. Use a tag team grapple to tag in Bradshaw, and then work up to this running Finisher.

Objective: Win by pinfall with Bradshaw pinning X-Pac

Settle into the pin for the win.

CHRIS JERICHO VS. ROAD DOGG

AUGUST 26, 1999

HISTORICAL BONUS OBJECTIVES

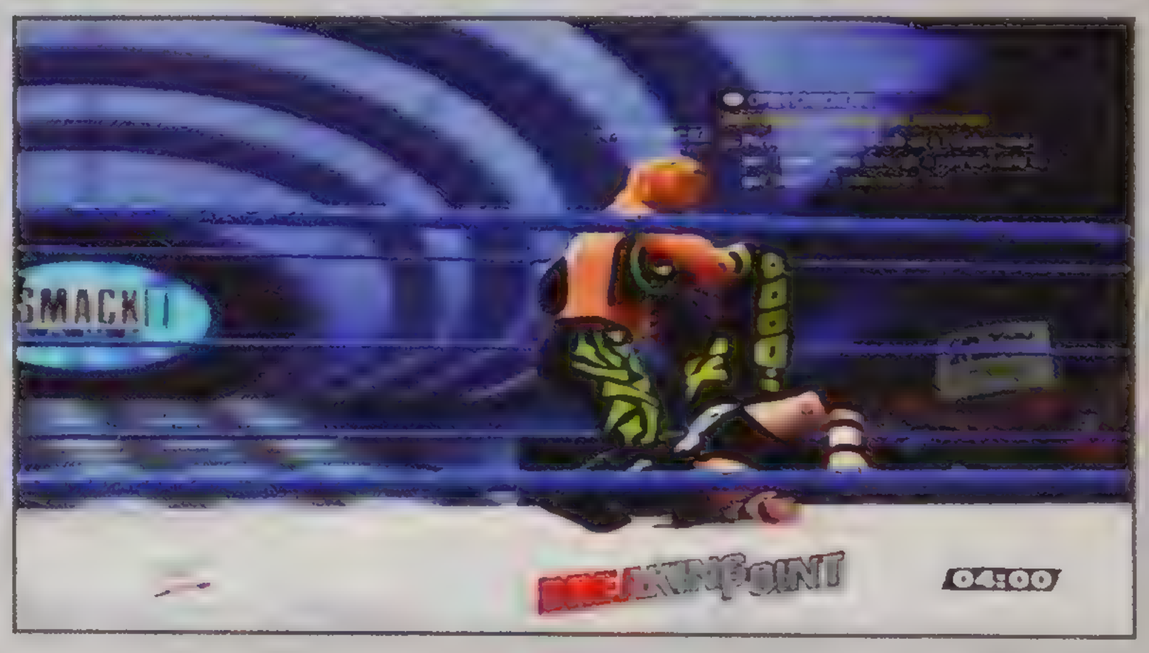
» Perform the Liontamer on Road Dogg

» Perform a Power Bomb as a Finisher and send Road Dogg through a normal table to get disqualified in 5 minutes or less

MATCH STRATEGY

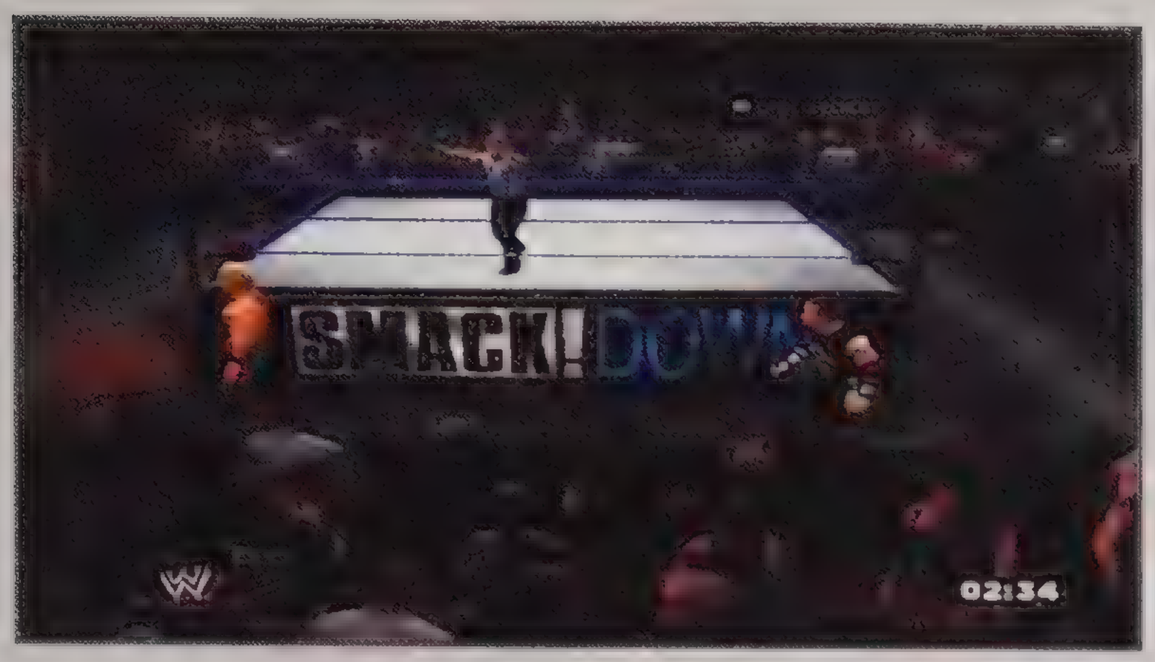
You've only got five minutes to complete this table challenge. You'll have to cycle through two Finishers, so taunt to keep the momentum building. There is no damage requirement, so get to the Finishers as quickly as possible.

Objective: Perform a Liontamer on Road Dogg



Whip Road Dogg out of the ring and taunt. When you get your Signature Move open, hit Road Dogg with Multiple Powerbombs. Stand by his feet when he is down. Press the Finisher button to sink in the Liontamer.

Objective: Perform a Power Bomb as a Finisher and send Road Dogg through a normal table to get disqualified in 5 minutes or less



Grab a table from under the ring and set it up somewhere convenient.

Get a Finisher and use it. The Powerbomb 1 is a directional throw, so "steer" the throw to the table and blast Road Dogg through.

CAUTION

When using "D-Throws" (directional throws) in the Superstar's move-set, beware of camera angle changes. You might be lining it up to the target from the current camera angle, but if the camera switches, what was left may become right (and vice versa).

ACOLYTES VS. EDGE & CHRISTIAN

SEPTEMBER 6, 1999

HISTORICAL BONUS OBJECTIVES

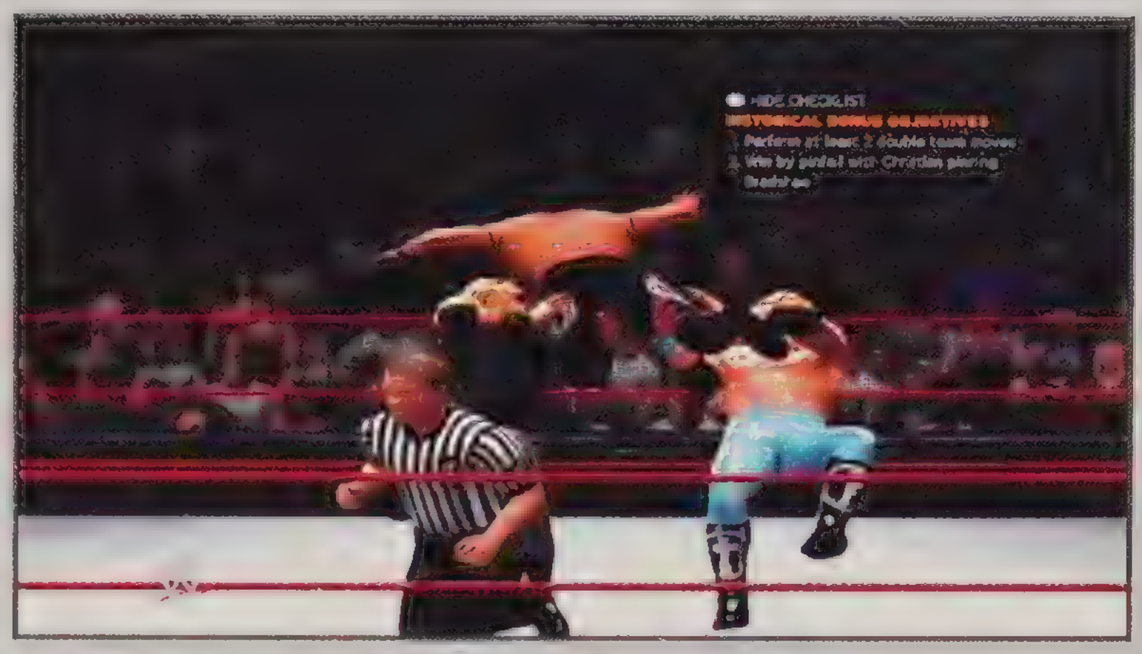
» Perform at least 2 double team moves

» Win by pinfall with Christian pinning Bradshaw

MATCH STRATEGY

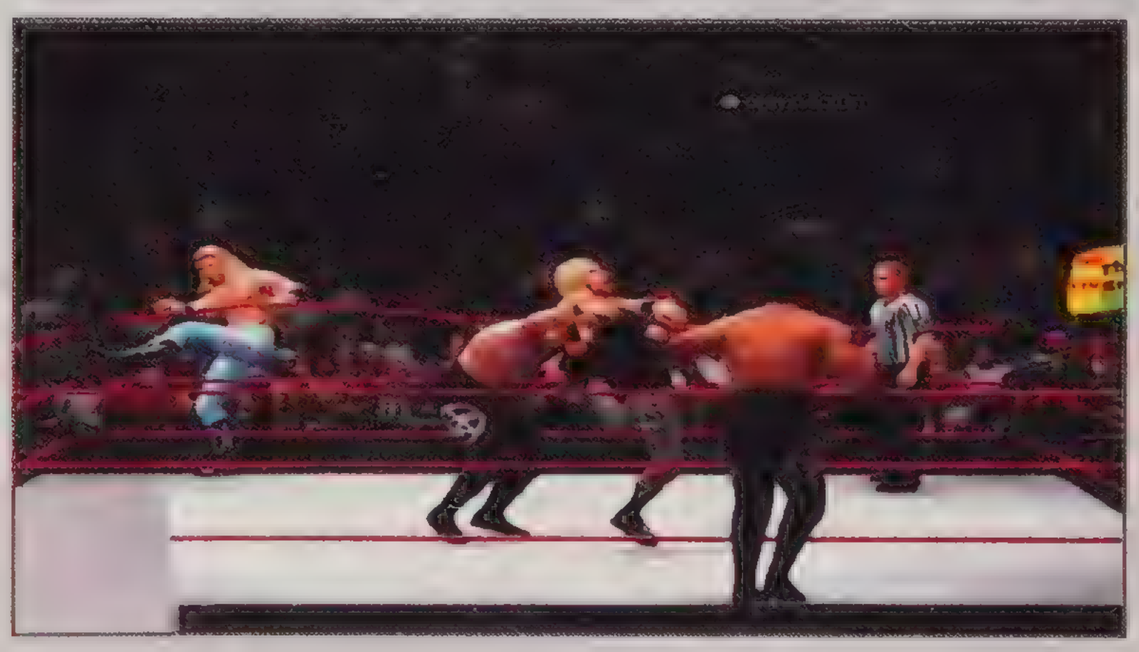
Heading into tag matches with both of these teams really harkens back to the "Attitude Era". Edge and Faarooq start in the ring. When Faarooq takes some damage he'll tag in Bradshaw.

Objective: Perform at least 2 double team moves



Get the double team moves out of the way. Use Edge to whip Faarooq into the team corner and use a tag team grapple. When that's done, do it again with Christian. Now you're back to where you started with one objective met!

Objective: Win by pinfall with Christian pinning Bradshaw



When Bradshaw comes in, tag in Christian. Work up to a Finisher by doing damage to Bradshaw. Hit the Killswitch Finisher.

If you did your job leading up to the Finisher, the pin should hold.

LITA VS. STEPHANIE MCMAHON

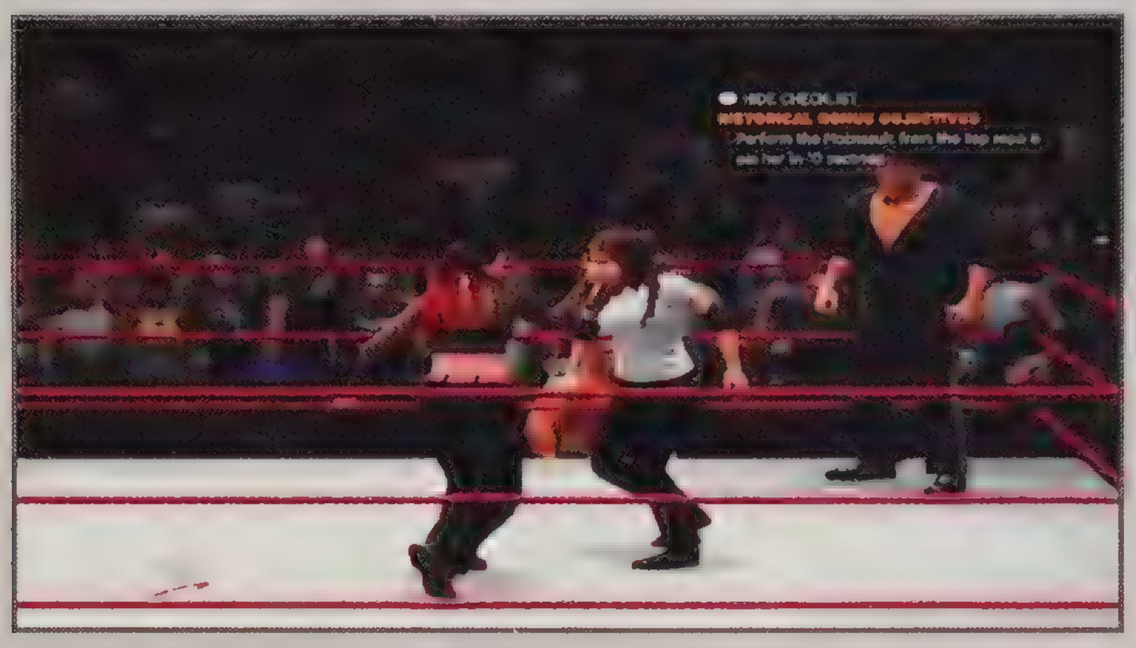
AUGUST 21, 2000

HISTORICAL BONUS OBJECTIVES

» Perform the Moonsault from the top rope & pin her in 10 seconds

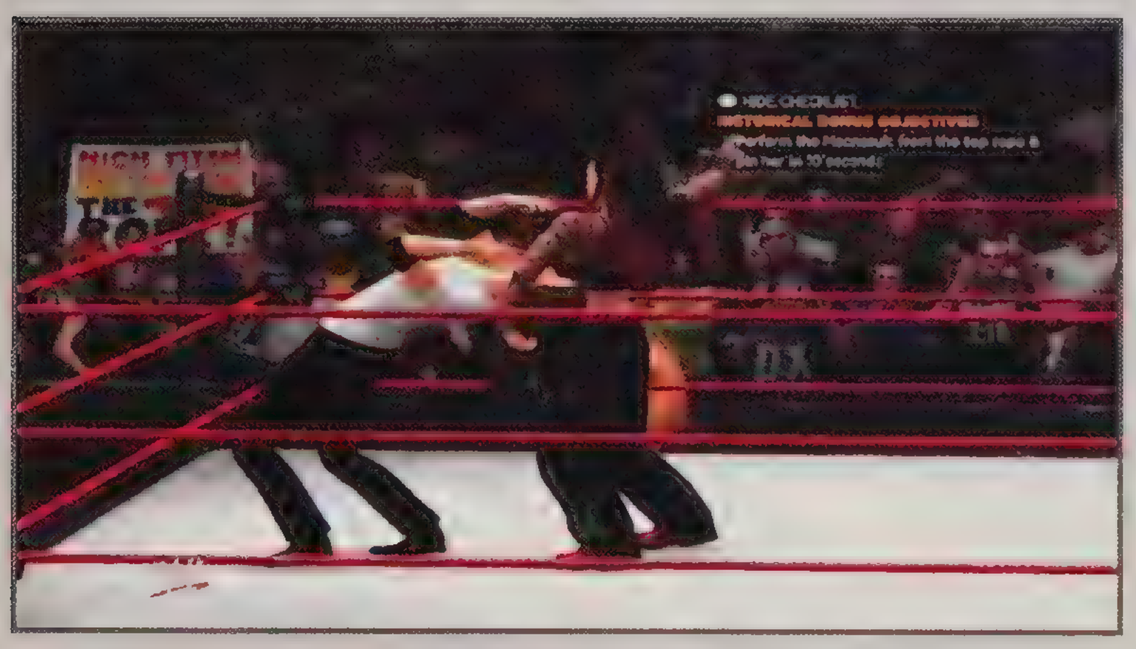
MATCH STRATEGY

There's really only one objective here. Beat up Stephanie McMahon with the high-flying Lita, and make sure you hit the Moonsault along the way.

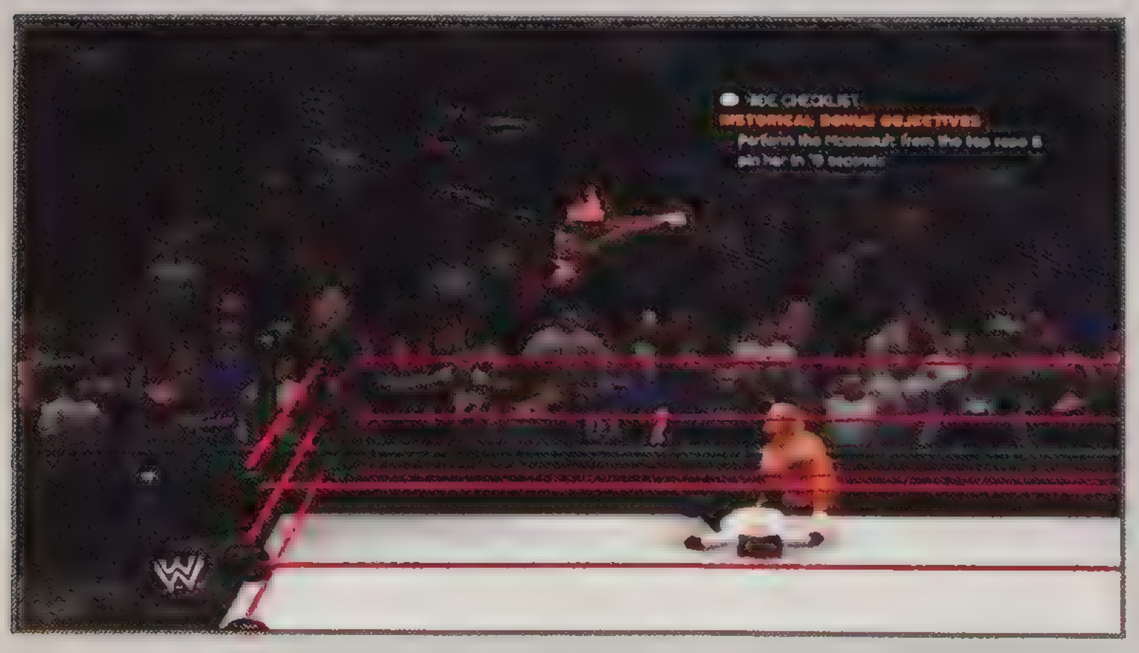


It's not a Divas Match without the obligatory slap. Use a Front Facelock and limb target the head with RB or R1 + the Finisher button.

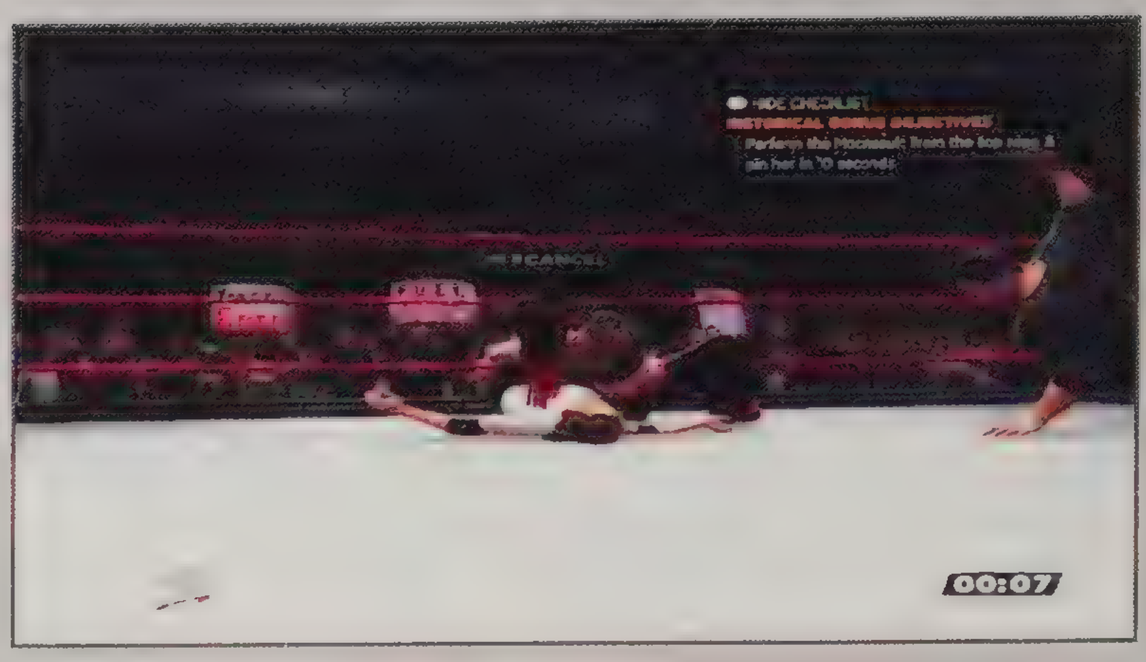
Objective: Perform the Moonsault from the top rope & pin her in 10 seconds



This was an absolute clubbing of Stephanie McMahon. Between her dives and her move-set, Lita outclasses Stephanie.



The high-flying Moonsault Finisher is spectacular.



The pin comes fairly easy here.

STONE COLD STEVE AUSTIN VS. EDDIE GUERRERO

NOVEMBER 16, 2000

HISTORICAL BONUS OBJECTIVES

» Perform a Stunner

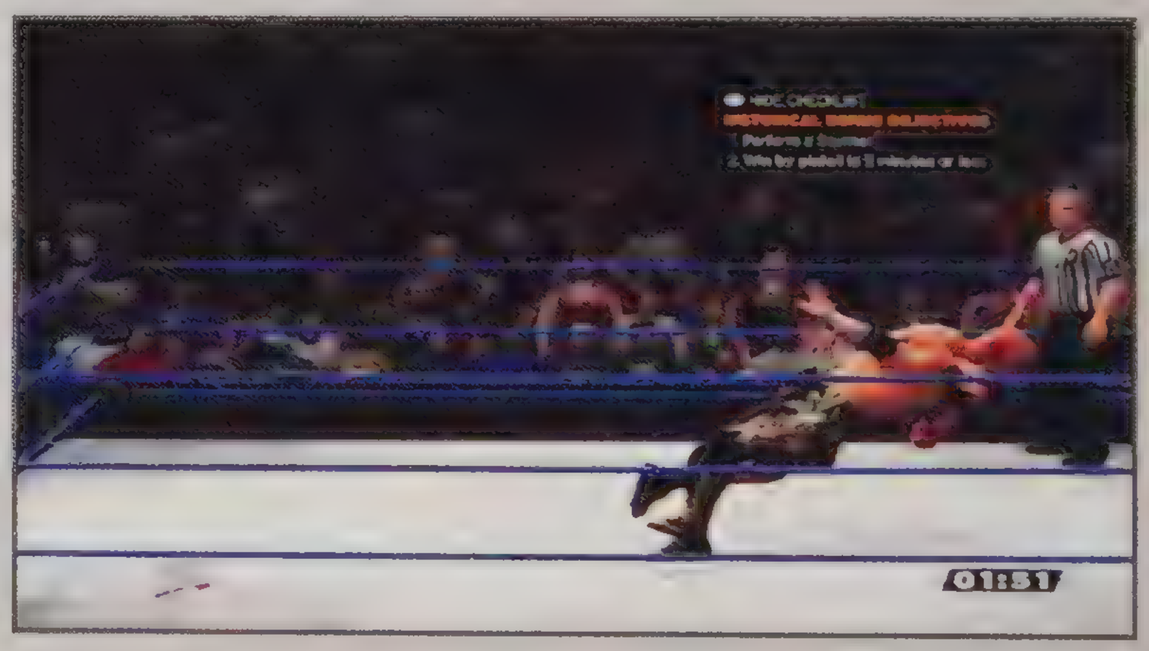
» Win by pinfall in 2 minutes or less

MATCH STRATEGY

This is another timed match and the momentum comes quickly. You'll have to hit Eddie Guerrero with two cycles of Finishers to keep him from kicking out the pin. You should be able to win this match untouched—it has the feel of a match on the Easy Difficulty setting.

Use running strikes and chain grapples to dominate Eddie Guerrero.

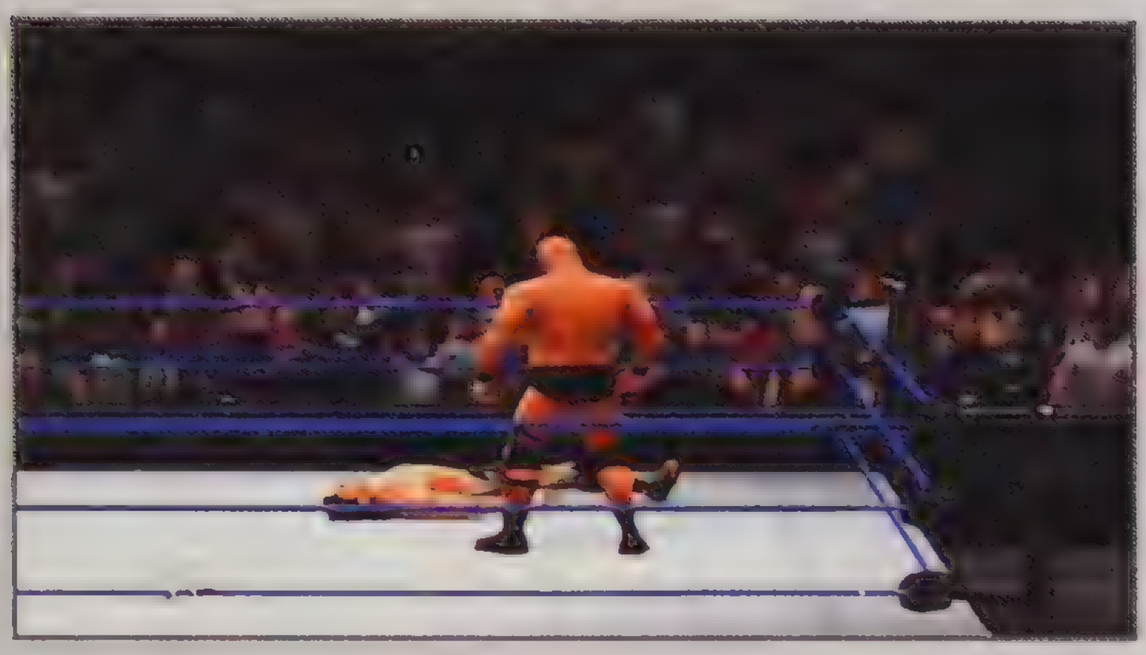
Objective: Perform a Stunner



You should have your Finisher available inside of a minute with no taunts. Rock him with the Stunner.

Objective: Win by pinfall in two minutes or less

After a second Stunner, Eddie doesn't get up.



Three-count!

TRISH STRATUS VS. LITA

NOVEMBER 19, 2001

HISTORICAL BONUS OBJECTIVES

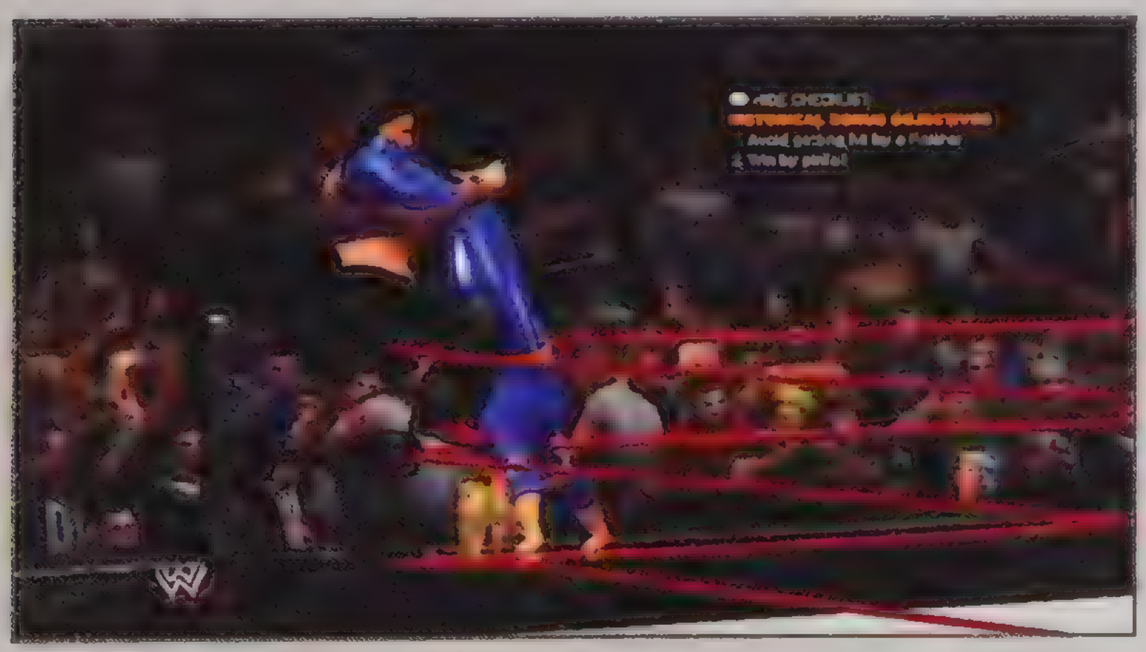
» Avoid getting hit by a Finisher

» Win by pinfall

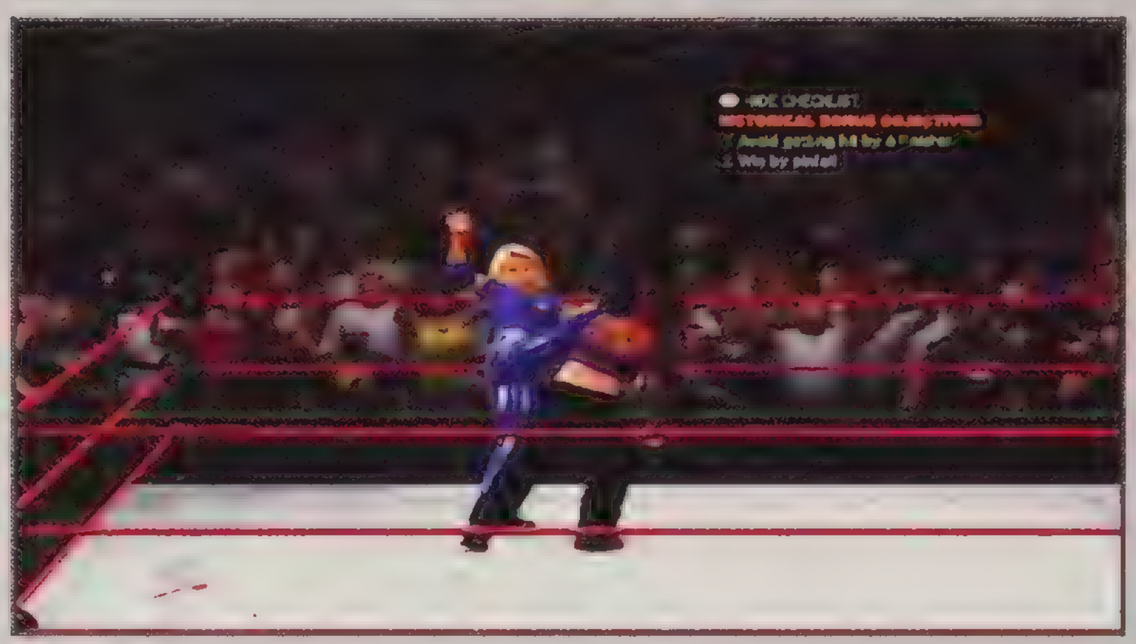
MATCH STRATEGY

This is the best Diva Match out there. Two of the greatest and most successful in-ring Divas facing off, womano-y-womano. This time you're playing as Trish Stratus.

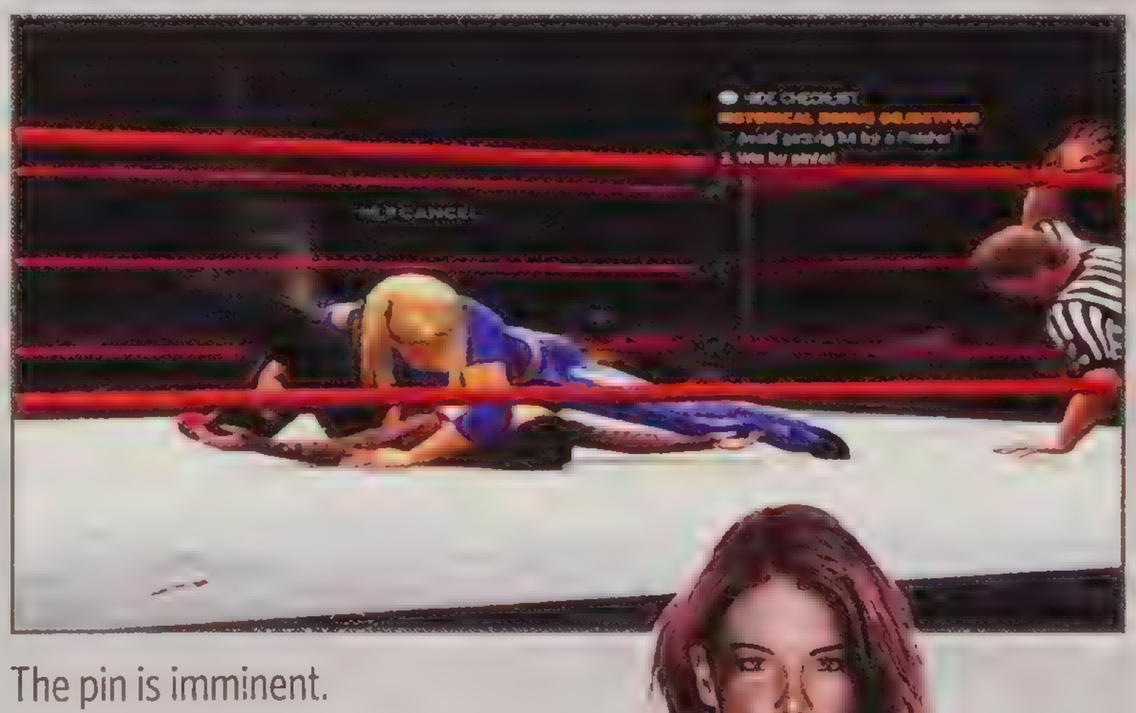
Objective: Win by pinfall



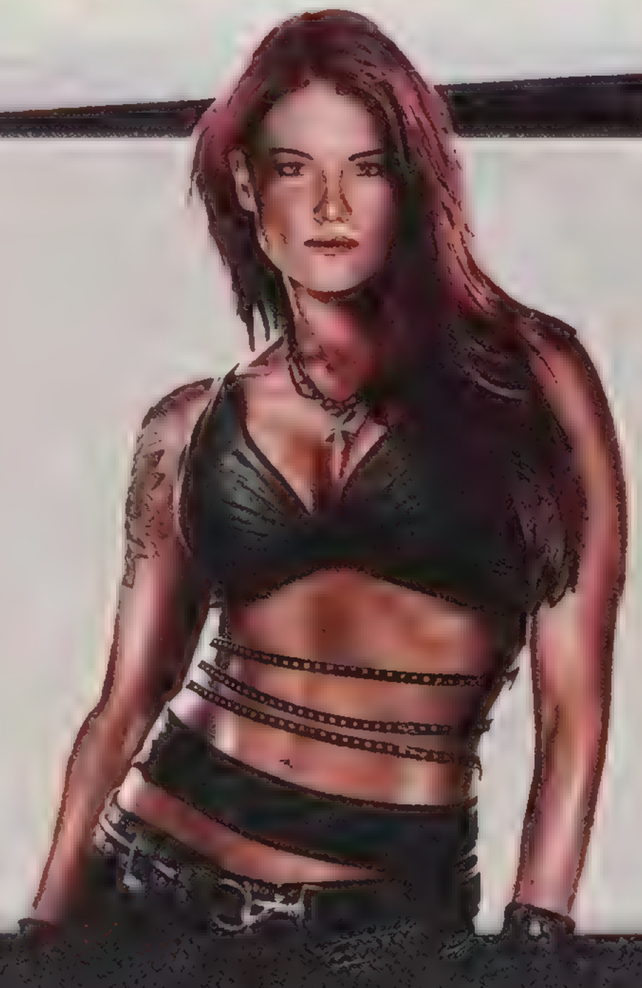
Lita is arguably the best Diva ever, skill-wise. Try not to get hit by her Finisher. Use running grapples (Bulldogs from behind) to hit her as she gets up, and strike her when she's on the ground to pile on the damage. Once your momentum opens up a Signature Move, whip Lita into a corner and bust her open with the Stratusphere.



Use a Wake Up Taunt and follow up with a Chick Kick Finisher. If that's not enough, don't let up and keep the ground strikes going.



The pin is imminent.



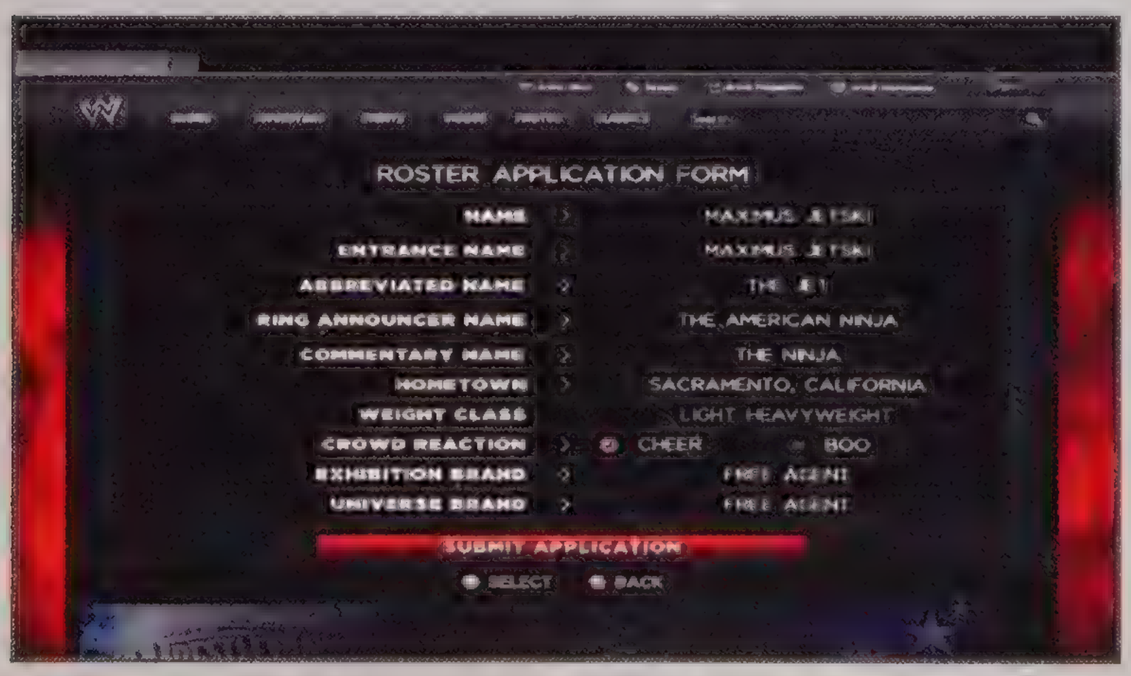
CREATIONS

The WWE franchise is known for bringing players into some of the most immersive creation modes in the video game marketplace. Not only can fans create unique and realistic Superstars like never before, but they can also get creative with the near-endless options for physical features and clothing.

Beyond appearances, players can also customize nearly every aspect of the game experience, including Superstar entrances, move-sets, and Finishers. You can craft and share (via online connection) original stories and custom arenas, and even browse other players' creations online and add those to your collection.

CREATE A SUPERSTAR

A redo of last year's Superstar creation: "The American Ninja" Maximus Jetski! This time he gets a karate gi.



Maximus Jetski's "Roster Application Form". This saves your Superstar's details.

PHYSICAL APPEARANCE

The look of your Superstar can change in size, features, muscling, and attire. Each area can be adjusted using slider bars, allowing you to choose from subtle appearance changes to outrageous ones. You start with 48 points to spend, and each manipulation costs a certain number of points to complete. Keep a close eye on costs as you cycle through the options.

NOTE

Use the left analog stick to move through the menus and the right analog stick to zoom and rotate your creation. Some slider adjustments will be only visible from a side, back, or front view. The shoulder buttons cycle through the different areas on the body (left to right in the top-left menu).

HEAD

Head, face, hair, marks, and scars can all be modified from the head menu. Cycle through the menu to see all of your options and get a feel for the depth of this creation tool.

Face template and Age

Hair

Marks and Scars

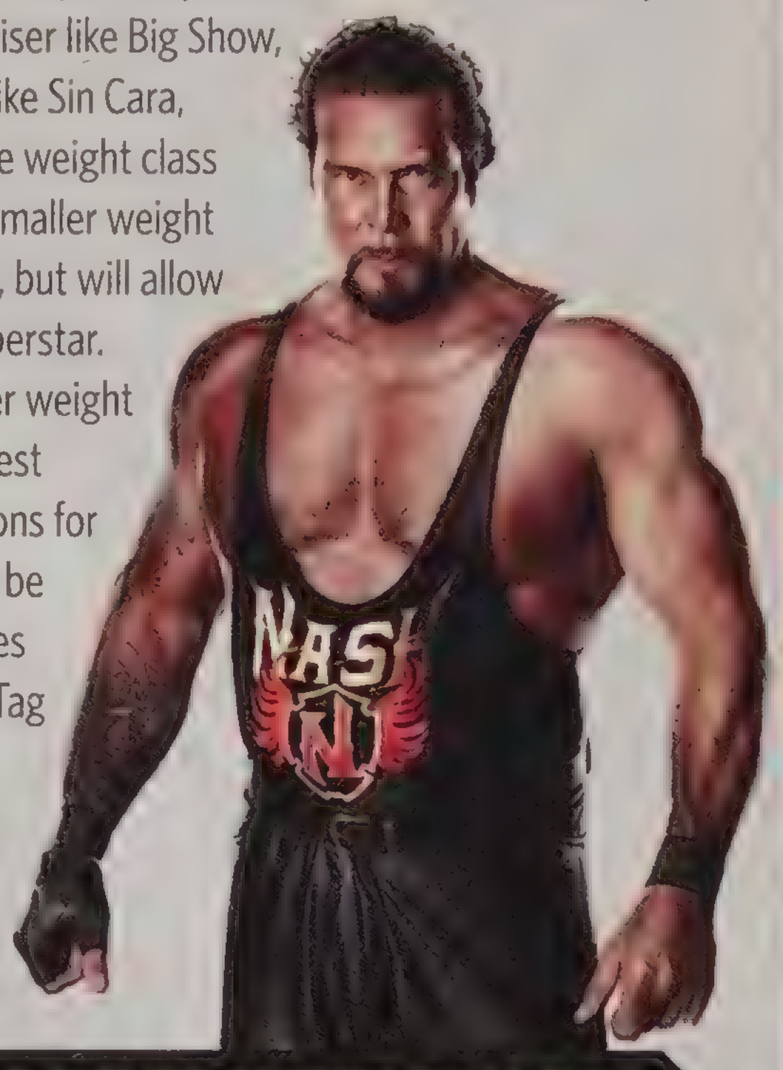
Eyes, Eyelashes, Eyebrows, Ears, Nose, and Mouth

NOTE

For the algebraically-challenged: in moving around some features on the face you'll be asked to use the x-axis (left to right) and the y-axis (up and down). Math lesson, no extra charge.

BODY: HEIGHT & WEIGHT

Here you can customize your height and weight. By choosing these stats, you also (by default) select your weight class. Different weight classes have certain attribute strengths in the ring. You'll access the attribute sliders right before you finalize your Superstar, but take into consideration what kind of Superstar you want to create. Whether you choose to create a big bruiser like Big Show, or a high-flying luchador like Sin Cara, deciding on an appropriate weight class is important. Selecting a smaller weight class will limit your power, but will allow for a speedy and agile Superstar. Selecting one of the bigger weight classes will open up the best power and durability options for your Superstar, but they'll be slower. The other attributes (Recovery, Charisma and Tag Team) can be maxed out.



MAXIMUM SUPERSTAR AND DIVA ATTRIBUTE RATINGS BY WEIGHT CLASS

WEIGHT CLASS	STRIKE POWER	GRAPPLE POWER	SUBMISSION	STRIKE DEFENSE	GRAPPLE DEFENSE	SPEED	JUMP	AGILITY	ADRENALINE	RECOVERY	TOUGHNESS	DURABILITY	CHARISMA	TAG TEAM	OVERALL
FW (D)	80	75	90	100	100	100	100	100	100	100	90	85	100	100	100
CW	80	75	90	100	100	100	100	100	100	100	90	85	100	100	100
LHW	80	80	95	95	95	95	100	95	95	100	95	85	100	100	100
HW	90	90	100	90	90	85	80	85	90	90	100	90	100	100	100
SHW	100	100	100	80	80	75	70	75	80	80	100	100	100	100	100

HW Heavyweight LHW Light Heavyweight SHW Super Heavyweight CW Cruiserweight FW (D) Featherweight (Diva)

BODY: SIZE & SHAPE

Selecting a Size picks your muscle template.

Manipulating the Shape features allows you to tweak body part details.

Select the body size for your Superstar. Should they be built like Brodus Clay, or maybe more like David Otunga? Once you've decided, move on to the Shape menu to customize every detail of your Superstar's body. Typically, you'll be able to modify the length, width, height, depth, or angle of each body part or muscle group, but your options will vary depending on the area you're customizing.

Chest... Abs... You get the idea...

CLOTHING

When creating a proper ensemble for your Superstar, remember that you'll have to choose Ring Attire for their in-ring exploits, Entrance Attire for their walk down the ramp to the ring, and Cinematic Attire for their starring role in any of the dramatic cutscenes.

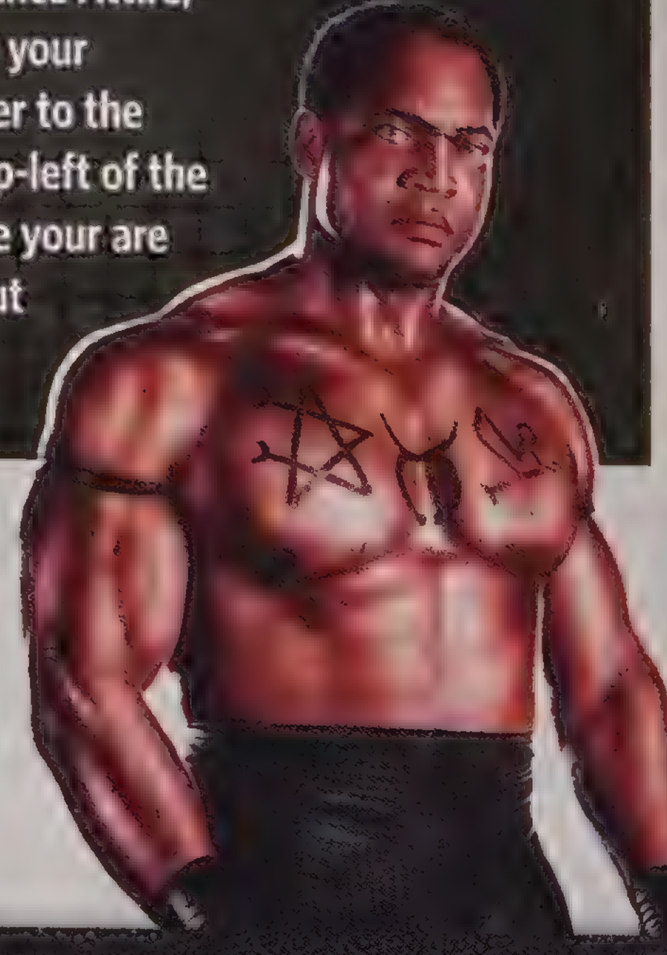
There are plenty of options for each kind of attire, so cycle through and check them out. You can also grab some templates to make it easy.

Instead of our hero's classic "Game of Death"...

...We settled on a clean karate gi. "Yes... a black belt."

NOTE

Create Ring Attire, Entrance Attire, and Cinematic Attire for your Superstar by moving over to the "Other" menu on the top-left of the screen. Whichever Attire your are editing will be grayed out on the menu.



Cowboy Hat!

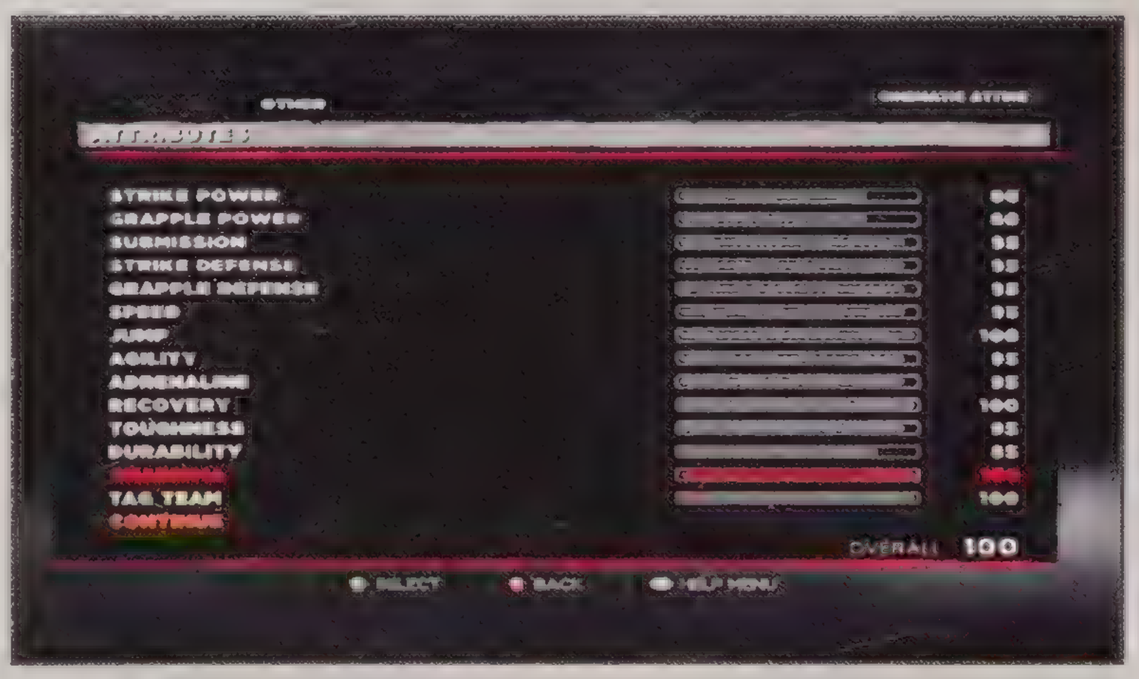
Masks

MENU SCREEN POSE AND CROWD SIGNS

Walk on my friend!

Choose a pose for your Superstar that will show up in the menu. You can also choose signs for the crowd that will represent you!

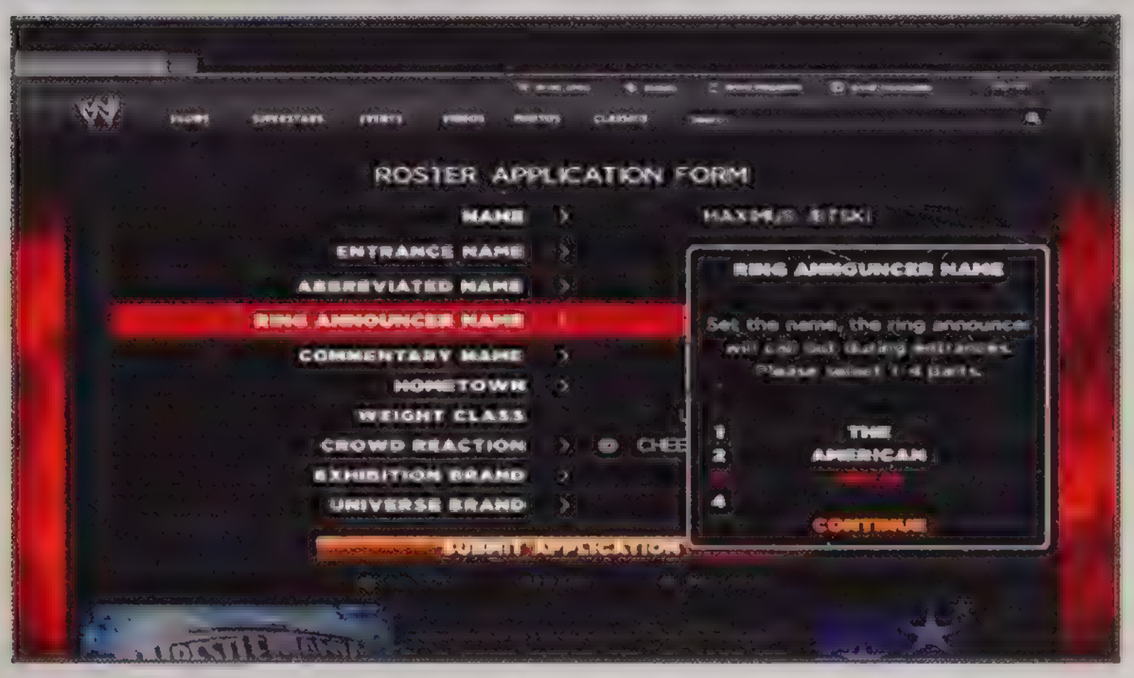
ABILITIES & ATTRIBUTES



Here you can customize your attributes and abilities. You can choose from abilities like Hammer Throw, Comeback, Outside Dives, Springboard Dives, and Resiliency. Adjust the attribute sliders (the maximum for each slider may differ based on your Superstar's weight class) and keep an eye on your overall rating until you're happy with your customized stats.

After that is set, assign HP percentages to the different parts of your Superstar's body. Your total HP depends on what kind of Superstar you've created. The minimum you can assign to any part is 15 percent, and all the parts combined must total 100 percent.

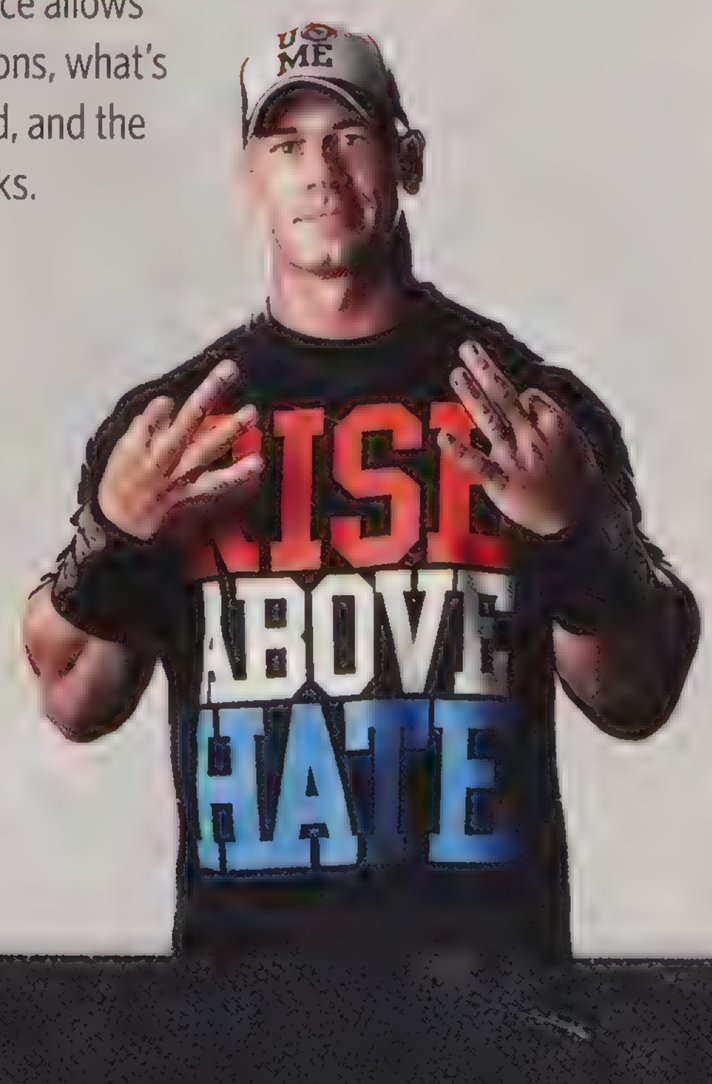
FINALIZE



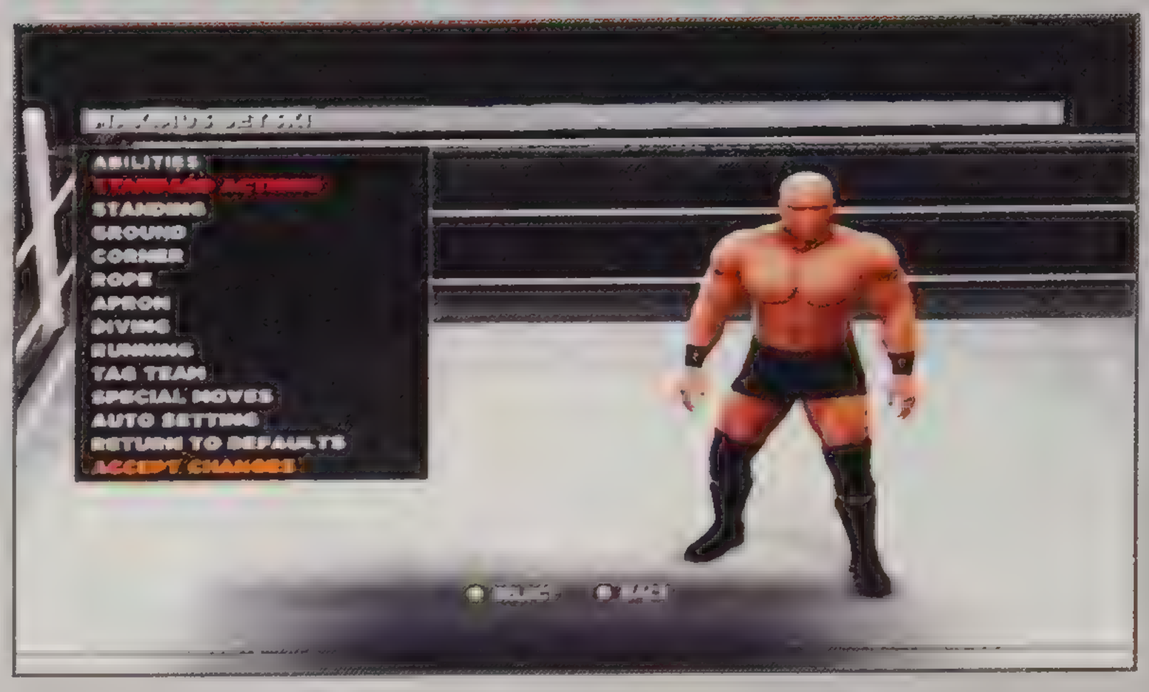
In the Finalize screen you'll complete your Roster Application Form. You can name your Superstar, create an abbreviated name, and select which nicknames the announcers will use during your matches. Select your cheers or boos, and finally, decide what show you're a part of.

CUSTOM ENTRANCE

Creating a custom entrance allows you to select the animations, what's playing in the background, and the music your Superstar rocks.



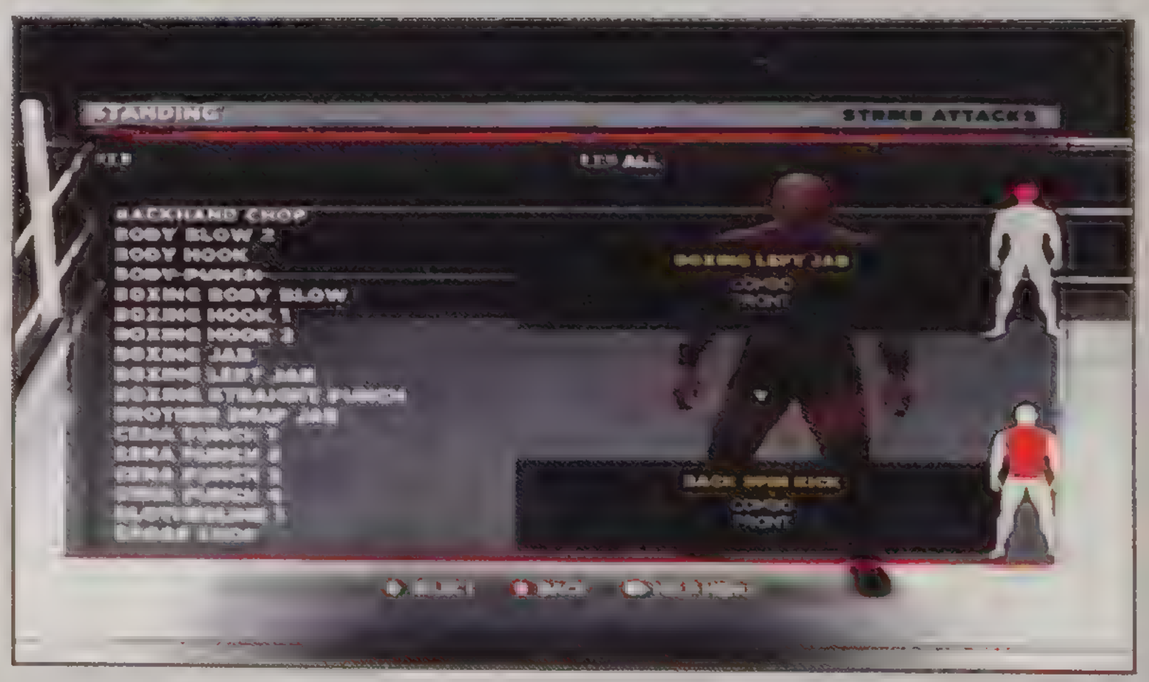
ASSIGN MOVE-SETS



This menu plays host to countless moves, and you have over 160 moves to assign. Decide everything from how you climb onto the apron and into the ring to which running attacks you use on opponents outside the ring. This is also where you can choose Abilities, Signature Moves, and Finishers.

Take your time sorting through the taunts. Back flip?! Yeah!

MOVES

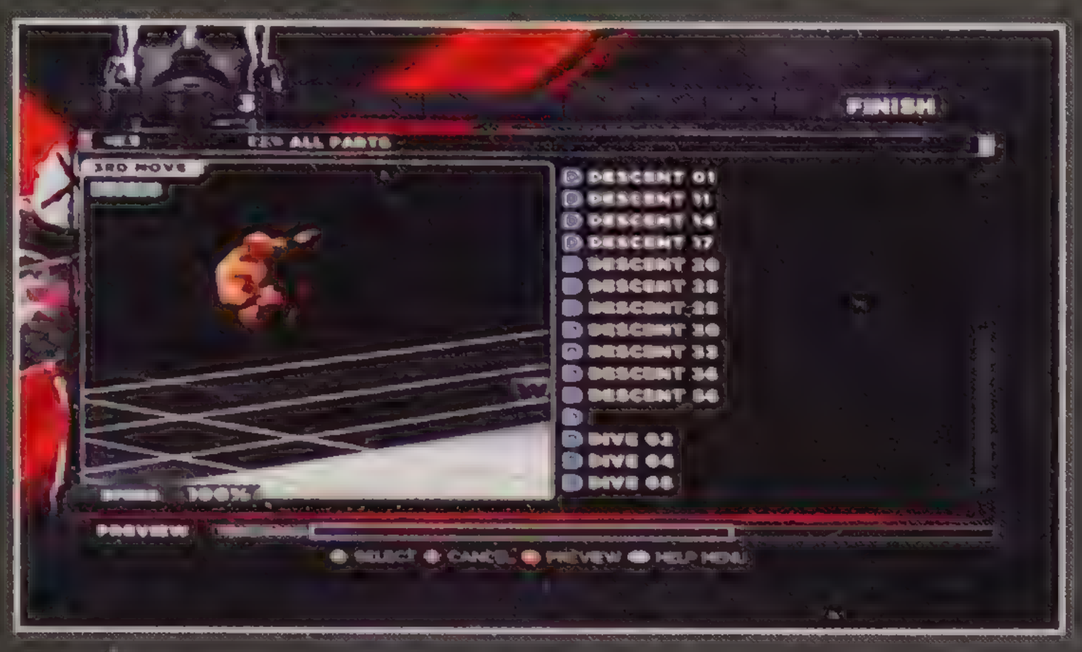


Scroll through the available strikes and throws, and assign them to button presses. Take note of the body diagram on the bottom-right of the screen to see what part of your opponent's body the move will damage.

TIP

Use this area to get to know the move-sets of existing Superstars. You can review all of the directional throws and discover which moves damage which areas of an opponent's body.

CREATE A CUSTOM FINISHER MOVE



Create a custom Finisher by linking together up to 10 moves in the editor. You can create a move from the front grapple, the top rope, or the opponent in a corner position. Select moves and adjust the speed with the shoulder buttons on the controller. Select "Finish" when you're done and either type in an original attack name or choose one of the pre-recorded names announcers will say when you launch the attack.

CREATE YOUR STORY

Use the calendar.

Create a Story and share it online. The creation process begins with the monthly calendar of shows and ends with a pay-per-view event. Create your linear or branching (which responds to match outcomes) storyline and move through the months.

NOTE

Save time! You can connect a USB keyboard instead of using the on-screen keyboard to type out your dialogue.

DESIGN AN ARENA

In the Create Arena editor, you can design ringside elements, the electronic billboard, and the ring itself—right down to tiny details like the turnbuckle pads. Just like the Superstar editor, you can manipulate all the template layers, customizing both color and design. Upload your Arena and share it with the world.

PAINT A LOGO

This is an retro-style pixel paint editor that allows you to make custom logos. Use the canvas and the design tools to design 128 × 128 or 256 × 256 pixel logos.

MAKE A HIGHLIGHT REEL

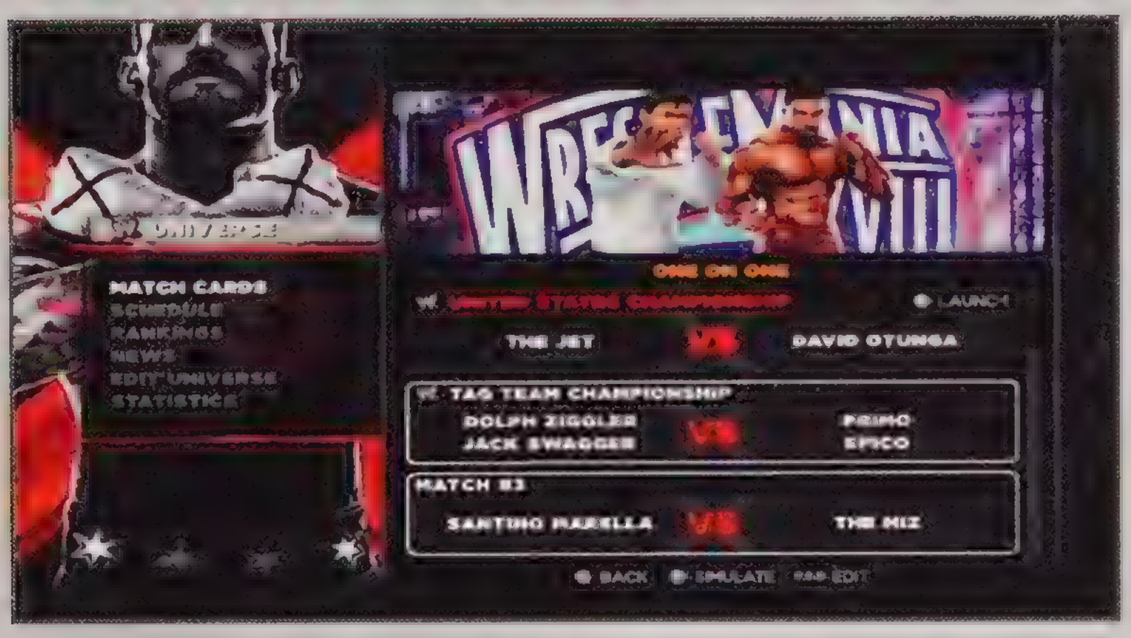
In order to make a custom highlight reel, two things must occur. First, you will need to save highlight clips to your reel as they happen. Second, you will need to edit them together under "Creations". When you save your highlights, you have the option to change the camera angle or move to a "free" camera mode that allows you to use the analog sticks to move the camera around. Save the clip to a save slot and it will be available when you go to create your highlight reel. Use the editor to add effects, graphics, and filters, as well as to trim video and add audio.

WWE UNIVERSE 3.0

This is truly the "Season" mode for sports entertainment fans. If you are one of those gamers who methodically plays every minute of every match, this mode will host hours and hours of fun gameplay for you. This mode includes a really cool feature: the ability to simulate or play each match, regardless of Superstar. You don't necessarily have to choose one Superstar to "be"—you can be anybody, six different Superstars, or even everyone on the roster. Also, if you decide halfway through your Universe that you want to take control of a different Superstar, you can select them. You can even choose to pit your new Superstar *against* the Superstar you were working with before. The WWE Universe is fully customizable.

The WWE Universe differs from the other modes in a variety of ways: the momentum system is expanded and carries over from match to match based on wins and losses, the Superstars are customizable, and you will gain rivals and allies (and can interfere in matches in dramatic fashion) based on how the Universe plays out. Choose your own story path, and the AI will respond.

MATCH CARDS



Once you select an event, you'll be taken to the "Match Cards" screen. Simulate, interfere with, or play each match to complete the event and move on to the next scheduled event.

CUSTOMIZE FREELY

If you don't like what you see for the event's "Match Cards", you have the ability to change the participants or the match type itself by pressing RB or R1. Want to hold an Iron Man match? No problem! Selecting "Customize Freely" will take you to the menu and you can select a match from there. Every match type and Superstar (whomever you've unlocked, downloaded or created) is available to use.

SCHEDULE

The WWE Universe has a year-long calendar that starts in April and culminates with *WrestleMania XXVIII* at the end of the following March. You can manage Superstars, customize matchups, and change match types at any point in the schedule. There are three shows each week, as well as at least one different pay-per-view event each month, so you'll get the chance to run the full range of match types. After you complete the year, the next season begins!

EDIT UNIVERSE

This is mission control for your Superstars, Rosters, Teams, Championships, and Story Options.

EDIT SUPERSTARS

This screen allows you to become the puppet master between matches. Attribute sliders, HP ratios, abilities, brands, allies and rivals, and even crowd cheers or boos are under your direct control. Match outcomes will also affect your WWE Universe storyline, but this is the hub for your "manual" controls.

Gameplay within these matches is essentially the same as that of matches chosen from the main menu. The major differences lie in the organic momentum and attribute changes that occur based on match results. Additionally, you can affect the WWE Universe by manually editing your Superstar's attributes or abilities.

NOTE

Any changes within the WWE Universe will not be reflected in the Superstar's attributes or abilities outside of the WWE Universe mode. What happens in the WWE Universe stays in the WWE Universe.

MOMENTUM

On the "Edit Superstar" screen, you'll notice a momentum meter at the top, just underneath the Superstar's picture. This rating is dependent on how the Superstar is performing at any given time. Take a few losses and the meter will fall. Put together some solid wins and you'll see the Superstar's momentum grow.

BRAND & CHAMPIONSHIP

This is one of two places to edit brand affiliations. If you want to edit the brand of an individual Superstar, go to the "Edit Superstar" screen and click on the brand of your liking. Add a Championship to the Superstar by selecting a Championship from the inventory. If the Superstar has more than one Championship at that time, the picture will cycle between all held belts.

NOTE

Use the "Edit Brand" screen from the main WWE Universe menu to quickly manage the entire roster of Superstars affiliated with each brand.

ALLIES & RIVALS

The outcomes of matches will naturally create allies and rivals. Choosing to interfere in matches will also result in Superstars picking sides. For ultimate control, however, you can go right into the "Edit Superstar" screen and select the allies and rivals you want. There are five slots in the allies field, and five slots in the rivals field. You can increase or decrease the intensity of each ally or rival relationship with the intensity meter.

ATTRIBUTES & ABILITIES

In the WWE Universe, Superstars can get better or worse—they get serious attribute adjustments based on their performance in the ring. Here you can check out how well a Superstar has been doing in the ring. To give the player total control, manipulating the slider bars from this screen allows you to manually customize both attributes and Superstar abilities.

Select the slider for a particular attribute and you can move it to increase those attributes to the maximum allowable threshold. This way, you can easily make any Superstar's overall rating 100. There are still some limits, though. Each Superstar's attribute limit is tied to their weight class, so you're not going to be able to make Mark Henry the fastest guy in the ring or give Chavo Guerrero a 100 Strike Power rating.

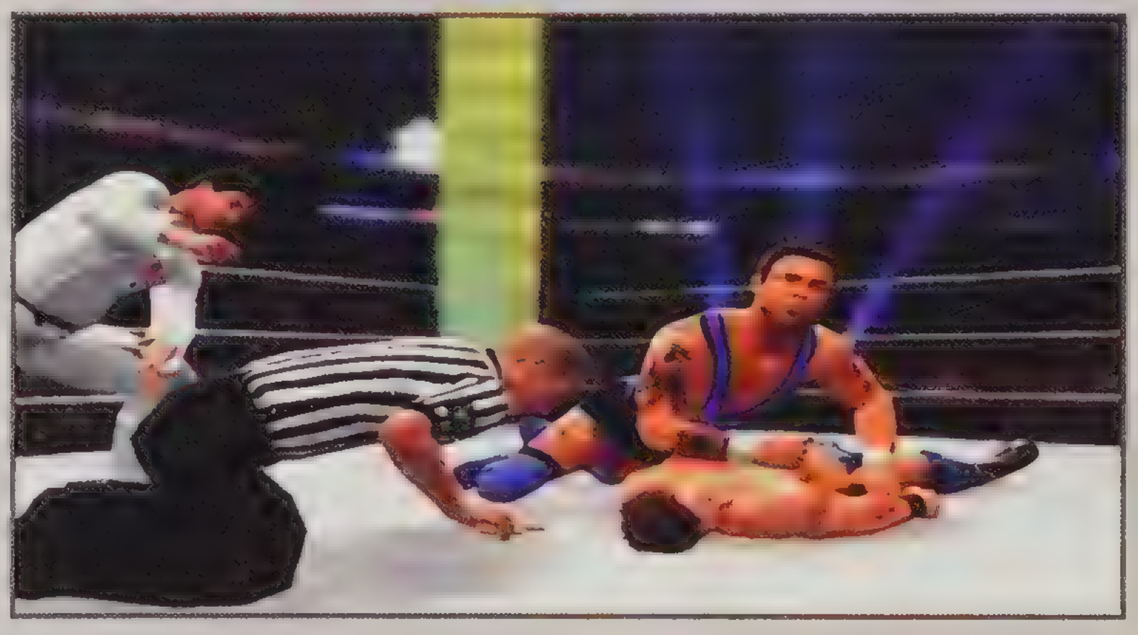
SIMULATING MATCHES

As master of your WWE Universe, you can simulate matches to expedite the schedule, but beware: you will have to live with the results. Once a match has been simulated, you will not be able to go back to the calendar to play or re-simulate that match. However, if you choose to physically play a match, and then lose when you wanted to log a victory (grrr... 2 on 1 Steel Cage matches!), you can re-play that match until you get your desired result.

Be careful about selecting matches beyond your current point in the Season. If you click on a show or pay-per-view event that is months ahead on the schedule, all prior matches will be simulated and you'll be immediately transported to that event with whatever rankings and momentum resulted from those simulations.

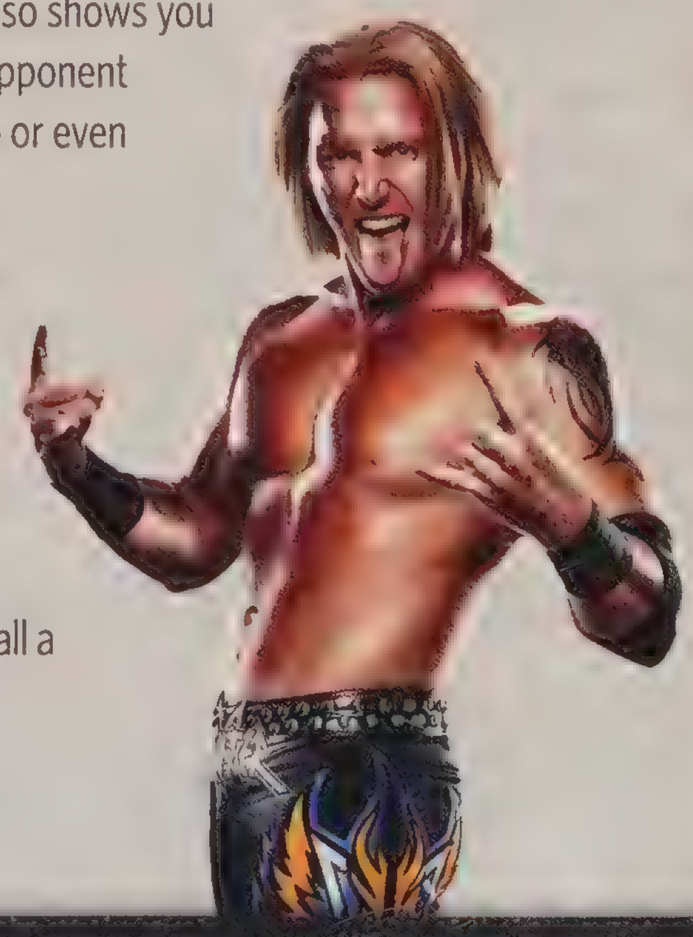
Again, simulations cannot be undone!

INTERFERING



Interfering in matches is a fun way to create allies and rivals. You can also affect match outcomes by interfering. You can interfere in any regular match noted by the title "Match #" in the "Match Cards" screen. Choose the Superstar you'd like to play as from the Superstar selection menu. This menu also shows you the allies and rivals of each opponent in the match, so you can help or even double-cross your friends!

When you join the match, the ref will be knocked out and you will have one minute to force a pin and wake up the ref for the countout. If you run out of time, the ref will catch you in the act and call a draw, so be quick!



SUPERSTARS & DIVAS

WWE '13 has a huge roster of Superstars and Divas, both from the "Attitude Era" and today. This chapter profiles all of them and is broken up in the same manner that they are presented in the game.

1. **Superstars and Divas**
2. **"Attitude Era" Superstars and Divas**
3. **Downloadable Superstars and Divas (DLCs)**

Each profile page includes an official WWE biography, a breakdown, attributes and abilities, stats, taunt times, and their Signature Moves and Finishers. Check out the individual breakdowns for more about each Superstar's playability in the game and how all these pieces fit together.

TIP

To dive in even deeper, visit the Superstar's move-set under "Creations" on the in-game menu. Every move for every Superstar is listed so that you can memorize the situations and button presses required to perform your favorite moves in the ring.

SUPERSTAR AND DIVA RATINGS

Below is a listing of every Superstar and Diva covered in this guide and their attribute ratings. We have sorted the list based on highest Overall rating to lowest.

NOTE

Overall rating is a percentage calculated according to weight class. Each weight class has a maximum number rating allotted for each attribute. Add up the Superstar's attributes to get a total, and then divide by the maximum available for the weight class. The quotient is the Overall rating.

SUPERSTAR AND DIVA ATTRIBUTE RATINGS

SUPERSTAR NAME	OVERALL	WEIGHT CLASS	STRIKE POWER	GRAPPLE POWER	SUBMISSION	STRIKE DEFENSE	GRAPPLE DEFENSE	SPEED	JUMP	AGILITY	ADRENALINE	RECOVERY	TOUGHNESS	DURABILITY	CHARISMA	TAG TEAM
JOHN CENA	**96**	HW	90	90	95	90	85	80	75	75	85	90	90	90	95	80
UNDERTAKER ("Attitude Era")	**95**	HW	90	90	85	90	85	85	75	75	80	90	90	85	95	95
SHAWN MICHAELS	**95**	LHW	80	75	85	95	95	95	90	85	95	100	80	85	95	90
CM PUNK	**95**	LHW	80	80	95	95	90	85	90	80	90	95	80	85	95	85
STONE COLD STEVE AUSTIN	**95**	HW	90	85	85	90	85	70	70	70	85	90	95	90	100	85
THE ROCK ("Attitude Era")	**94**	HW	85	85	90	90	90	80	75	80	90	90	85	80	100	85
BRET HART	**94**	HW	85	90	100	85	90	80	80	80	85	80	85	80	90	80
THE ROCK	**93**	HW	80	85	90	85	85	80	75	80	90	90	85	85	100	80
UNDERTAKER	**93**	HW	85	90	90	90	85	80	70	70	75	80	85	85	95	95
TRIPLE H	**93**	HW	90	90	85	85	90	70	70	70	80	80	85	90	95	90
RANDY ORTON	**92**	HW	85	85	80	90	90	85	75	85	85	85	85	85	85	80
BROCK LESNAR	**92**	HW	90	90	80	85	80	80	75	75	85	85	85	90	90	70
BIG SHOW	**92**	SHW	100	100	85	80	80	60	45	40	65	75	90	95	95	95
PAUL WIGHT ("Attitude Era")	**92**	SHW	100	100	85	75	80	65	45	40	65	80	95	95	90	95
EDDIE GUERRERO	**92**	LHW	75	80	80	90	90	95	95	85	90	90	75	75	95	85
DANIEL BRYAN	**91**	LHW	80	80	95	85	95	85	85	85	85	85	85	80	80	75
TRIPLE H ("Attitude Era")	**91**	HW	85	85	85	85	85	80	70	70	75	85	85	85	90	85

HW (Heavyweight) LHW (Light Heavyweight) SHW (Super Heavyweight) CW (Cruiserweight) FW (D) (Featherweight Diva)

SUPERSTAR AND DIVA ATTRIBUTE RATINGS (CONTINUED)

SUPERSTAR NAME	OVERALL	WEIGHT CLASS	STRIKE POWER	GRAPPLE POWER	SUBMISSION	STRIKE DEFENSE	GRAPPLE DEFENSE	SPEED	JUMP	AGILITY	ADRENALINE	RECOVERY	TOUGHNESS	DURABILITY	CHARISMA	TAG TEAM
JOHN CENA Thuganomics	**91**	HW	85	85	80	90	85	80	75	75	80	85	80	85	90	80
MANKIND	**91**	HW	85	80	75	85	85	75	75	75	85	85	95	90	85	85
KANE ("Attitude Era")	**91**	HW	85	90	70	85	85	75	75	80	80	85	95	90	75	90
EDGE (Rated R)	**91**	HW	85	85	75	85	85	80	75	80	85	80	85	80	90	85
CHRIS JERICHO	**90**	LHW	75	75	90	80	90	90	80	85	85	85	80	80	90	85
SHEAMUS	**90**	HW	90	90	80	85	85	75	75	70	80	80	80	80	90	75
REY MYSTERIO	**90**	CW	75	70	70	90	95	100	100	100	90	90	75	70	90	85
DUDE LOVE	**90**	HW	80	80	75	85	85	75	75	80	85	80	90	90	85	85
CACTUS JACK	**90**	HW	80	85	70	85	85	75	75	75	80	90	95	90	80	85
KANE	**89**	HW	85	85	85	75	80	75	75	80	85	85	90	90	75	75
ALBERTO DEL RIO	**89**	HW	80	85	100	85	85	75	75	80	80	80	75	75	90	70
CHRIS JERICHO ("Attitude Era")	**89**	LHW	75	75	85	80	85	90	85	85	90	85	70	80	90	85
DDP	**89**	HW	80	80	70	85	85	75	75	75	85	85	85	85	90	80
MARK HENRY	**89**	SHW	100	100	85	80	80	50	40	40	65	75	95	90	85	80
DOLPH ZIGGLER	**89**	LHW	75	80	85	80	85	85	85	85	95	85	70	80	85	85
JBL	**89**	HW	80	90	80	80	80	75	75	70	80	85	75	85	90	80
KEVIN NASH	**89**	SHW	90	85	75	80	80	60	55	55	75	80	90	90	90	95
MIKE TYSON	**89**	HW	90	65	55	90	65	85	60	70	85	85	90	90	100	90
BRITISH BULLDOG	**88**	HW	80	85	70	80	80	75	75	80	85	85	90	90	75	85
EDGE ("Attitude Era")	**88**	HW	75	80	75	85	80	85	80	85	80	80	75	80	85	100
HUNTER HEARST-HELMSLEY	**88**	HW	80	85	80	85	85	75	70	70	75	85	85	80	80	85
KEN SHAMROCK	**88**	HW	80	80	100	85	80	75	75	80	80	80	90	80	70	75
BOOKER T	**88**	HW	80	80	75	85	90	75	75	80	85	80	75	75	85	100
CODY RHODES	**88**	LHW	75	75	75	85	85	85	80	85	85	85	80	80	85	75
THE MIZ	**88**	LHW	80	75	70	85	85	80	70	80	80	85	75	80	90	90
CHRISTIAN	**88**	LHW	80	75	70	85	85	80	85	85	85	80	75	80	85	85
RIKISHI	**87**	SHW	90	90	85	75	80	65	40	40	65	75	100	90	80	85
CHRISTIAN ("Attitude Era")	**87**	LHW	75	75	75	85	80	85	85	85	85	80	75	80	80	100
FAAROOQ	**87**	HW	85	85	80	75	80	75	75	80	85	85	80	80	75	85
JACK SWAGGER	**87**	HW	75	85	90	70	90	75	70	70	85	75	95	80	75	80
HAWK	**87**	HW	85	85	75	80	80	65	80	80	80	75	80	80	80	100
SIN CARA	**87**	CW	75	70	80	75	85	100	100	100	85	75	70	75	80	85
X-PAC	**87**	LHW	70	75	75	85	85	85	90	85	85	80	70	80	85	95
KOFI KINGSTON	**87**	LHW	75	75	65	85	75	95	100	95	95	85	70	75	80	95
BRADSHAW	**87**	HW	85	85	80	80	80	80	75	70	80	80	75	80	75	90
BILLY GUNN	**87**	HW	75	75	75	85	90	80	80	80	85	85	75	80	80	90
R-TRUTH	**87**	LHW	75	80	70	80	80	80	100	95	80	80	75	75	85	90
ANIMAL	**87**	HW	85	85	75	80	80	65	70	75	80	85	85	75	80	100
WADE BARRETT	**87**	HW	85	85	75	85	80	75	70	70	85	80	75	80	80	80
BRIAN PILLMAN	**87**	HW	80	80	65	80	80	75	80	80	80	80	90	80	85	80
RYBACK	**87**	HW	90	90	75	80	75	85	65	65	75	75	90	85	65	75
VADER	**87**	SHW	100	90	75	75	70	55	65	70	60	75	100	90	75	70
TENSAI	**87**	HW	85	90	80	80	80	65	60	60	70	80	90	85	80	70
BRODUS CLAY	**87**	HW	85	90	75	75	80	65	55	55	70	80	90	90	85	70

HW Heavyweight LHW Light Heavyweight SHW Super Heavyweight CW Cruiserweight CW (D) Cruiserweight (Diva)

SUPERSTAR AND DIVA ATTRIBUTE RATINGS (CONTINUED)

SUPERSTAR NAME	OVERALL	WEIGHT CLASS	STRIKE POWER	GRAPPLE POWER	SUBMISSION	STRIKE DEFENSE	GRAPPLE DEFENSE	SPEED	JUMP	AGILITY	ADRENALINE	RECOVERY	TOUGHNESS	DURABILITY	CHARISMA	TAG TEAM
ROAD DOGG	**87**	HW	80	70	75	85	80	80	75	70	85	80	75	80	90	90
MARK HENRY ("Attitude Era")	**86**	SHW	90	100	80	80	75	55	40	40	65	80	90	90	80	80
TERRY FUNK	**86**	HW	75	75	70	80	85	65	75	75	85	85	95	90	75	90
GODFATHER	**86**	HW	80	75	75	80	80	75	75	75	85	80	75	80	90	85
BIG BOSSMAN	**86**	HW	75	80	75	80	80	70	60	65	80	80	95	90	80	70
SANTINO MARELLA	**86**	LHW	75	75	75	75	75	80	80	80	85	80	80	75	90	85
GOLDUST	**85**	HW	75	80	75	80	80	75	70	70	80	80	75	80	90	75
VAL VENIS	**85**	HW	80	80	75	80	80	75	75	75	80	80	75	75	85	75
GANGREL	**85**	HW	80	80	75	75	75	80	75	75	85	80	75	80	80	90
ZACK RYDER	**85**	LHW	75	80	70	75	75	80	80	80	85	75	75	75	90	75
THE GREAT KHALI	**84**	SHW	100	100	70	75	70	45	40	40	60	75	100	90	65	80
ANTONIO CESARO	**84**	HW	85	80	80	80	80	80	65	60	75	75	75	75	75	70
DAVID OTUNGA	**84**	HW	80	85	75	75	75	80	75	75	75	75	75	75	75	75
DAMIEN SANDOW	**84**	HW	80	80	80	75	75	75	70	70	75	75	80	75	80	75
DREW McINTYRE	**84**	HW	75	75	75	80	80	80	75	75	85	80	75	75	75	80
GRAND MASTER SEXAY	**83**	LHW	70	75	65	80	75	80	90	90	85	75	60	75	80	100
SCOTTY 2 HOTTY	**83**	LHW	70	75	65	80	75	80	85	90	85	80	60	75	80	100
JINDER MAHAL	**83**	HW	80	75	95	75	75	75	70	70	70	70	70	75	75	80
JUSTIN GABRIEL	**83**	LHW	75	75	65	80	75	85	90	90	90	80	70	70	70	85
HEATH SLATER	**82**	LHW	75	70	75	80	80	80	80	80	85	75	65	70	75	85
TED DiBIASE	**82**	LHW	75	75	80	75	75	75	80	80	80	75	70	70	75	80
SHANE McMAHON	**82**	LHW	70	70	70	70	70	75	90	95	75	75	65	75	90	75
JIMMY USO	**81**	LHW	70	70	70	75	75	80	85	90	75	75	70	70	75	100
JEY USO	**81**	LHW	70	70	70	75	75	80	85	90	75	75	70	70	75	100
YOSHI TATSU	**81**	LHW	70	70	70	75	75	80	85	85	85	75	70	70	80	75
MR. McMAHON	**81**	HW	80	70	70	75	70	65	65	65	65	70	70	75	100	75
EPICO	**81**	LHW	70	70	65	70	70	85	90	90	75	80	70	70	75	95
PRIMO	**81**	LHW	70	70	65	70	70	85	90	90	75	80	70	70	75	95
HUNICO	**81**	LHW	75	70	65	70	70	85	100	95	75	80	70	70	70	75
TRISH STRATUS	**80**	FW (D)	70	65	65	70	75	75	70	80	85	80	70	75	90	70
LITA	**79**	FW (D)	70	65	65	70	70	75	85	85	80	75	70	75	80	70
KHARMA	**79**	FW (D)	80	75	65	70	75	65	60	60	75	75	80	75	75	70
LITA (Rated R)	**78**	FW (D)	70	65	60	65	70	70	85	80	80	75	70	70	90	65
LAYLA	**78**	FW (D)	65	60	65	70	70	80	85	85	85	75	70	70	80	70
BETH PHOENIX	**78**	FW (D)	65	70	75	70	75	75	65	70	75	70	70	70	80	70
NATALYA	**77**	FW (D)	65	60	90	65	75	75	65	75	75	70	70	65	80	70
KELLY KELLY	**77**	FW (D)	65	65	65	65	65	75	80	85	80	75	70	70	80	70
AJ	**77**	FW (D)	65	65	60	70	65	75	80	80	75	70	70	70	80	75
EVE	**77**	FW (D)	65	60	60	65	70	75	85	80	80	75	70	65	85	75
ALICIA FOX	**76**	FW (D)	65	65	65	65	65	75	80	85	85	75	70	65	75	70
BRIE BELLA	**76**	FW (D)	65	65	65	65	65	75	80	85	85	75	70	65	70	80
NIKKI BELLA	**76**	FW (D)	65	65	65	65	65	75	80	85	85	75	70	65	70	80
JOHN LAURINAITIS	**75**	HW	70	65	65	75	70	65	60	60	65	70	65	65	80	75
STEPHANIE McMAHON	**74**	FW (D)	65	65	60	65	65	70	70	70	75	75	65	65	80	70

SUPERSTAR AND DIVA HIT POINTS

Each Superstar and Diva is assigned a total number of hit points. Superstars have 500-700 (depending on weight class and Durability rating) and Divas have 500-600 total HP. From there, percentages of the total are assigned to head, torso, arms, and legs to total 100 percent. Most Superstars are already pretty well-rounded, but you can play with your creations and make them particularly strong or weak in any area. Below is an alphabetical table that breaks down the HP percentages for every Superstar and Diva in the game by body part.

TIP

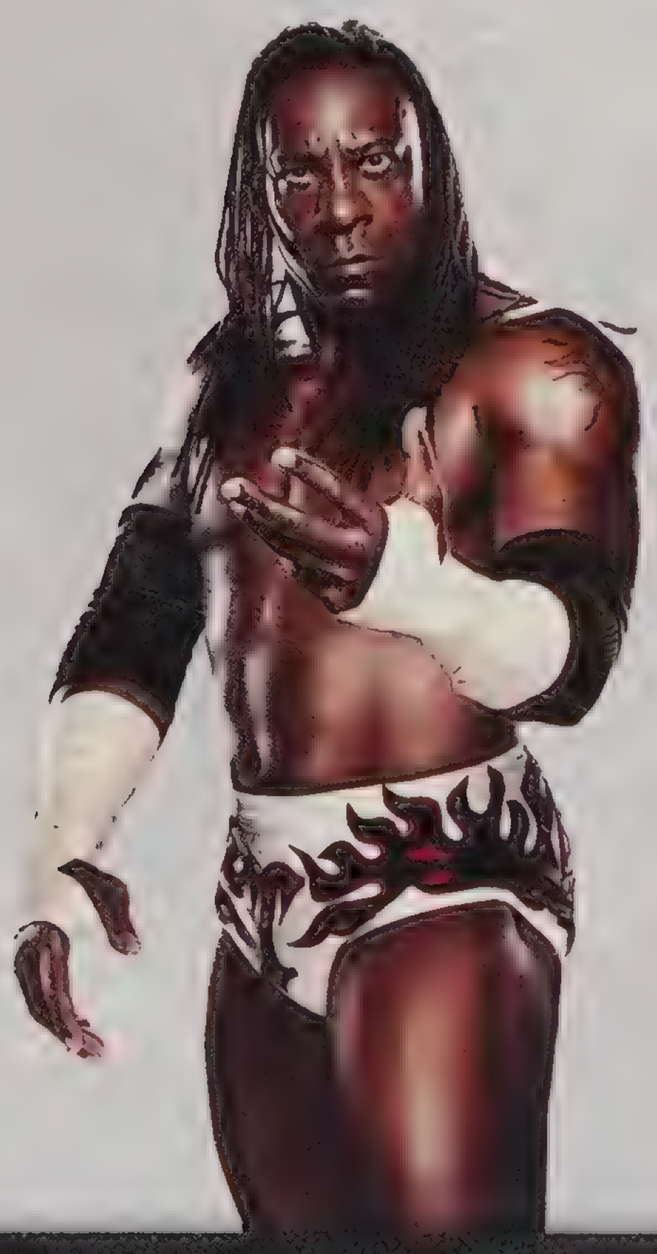
To get a better idea of this visually, go to "Creations" in the game and create a new Superstar. You'll have to make some hard decisions about which areas of the body you want your HP to go.

SUPERSTAR AND DIVA HP PERCENTAGES

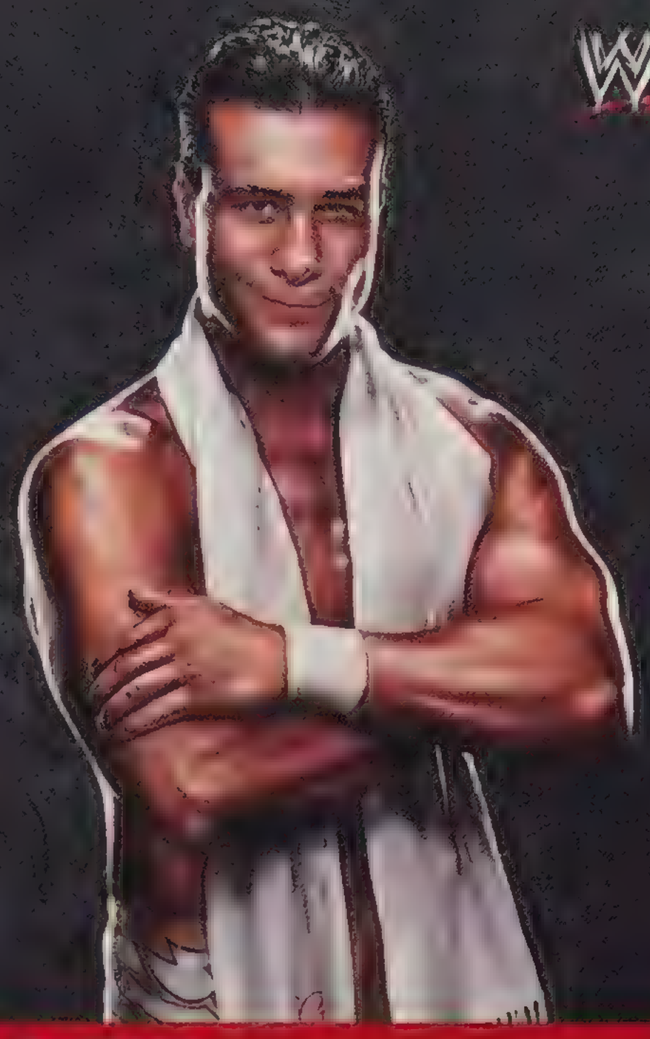
SUPERSTAR NAME	HP RATIO HEAD	HP RATIO BODY	HP RATIO ARM	HP RATIO LEG
AJ	24	26	24	26
ALBERTO DEL RIO	22	32	22	24
ALICIA FOX	22	30	24	24
ANIMAL	25	30	25	20
ANTONIO CESARO	22	26	26	26
BETH PHOENIX	24	32	24	20
BIG BOSS MAN	25	30	25	20
BIG SHOW	22	36	24	18
BILLY GUNN	22	28	24	26
BOOKER T	22	30	20	28
BRADSHAW	24	30	28	18
BRET HART	26	34	20	20
BRIAN PILLMAN	24	30	24	22
BRIE BELLA	23	28	26	23
BRITISH BULLDOG	23	32	22	23
BROCK LESNAR	22	36	20	22
BRODUS CLAY	24	36	20	20
CACTUS JACK	30	32	20	18
CHRIS JERICHO	23	30	23	24
CHRIS JERICHO ("Attitude Era")	23	30	23	24
CHRISTIAN	24	28	24	24
CHRISTIAN ("Attitude Era")	24	28	24	24
CM PUNK	23	30	23	24
CODY RHODES	24	24	24	28
DAMIEN SANDOW	24	28	24	24
DANIEL BRYAN	22	28	26	24
DAVID OTUNGA	26	28	24	22
DDP	24	30	24	22
DOLPH ZIGGLER	24	28	24	24
DREW McINTYRE	24	28	24	24
DUDE LOVE	30	32	20	18
EDDIE GUERRERO	20	30	22	28
EDGE (Rated R)	24	28	23	25
EDGE ("Attitude Era")	24	28	23	25
EPICO	24	28	26	22
EVE	24	30	24	22
FAAROOQ	22	32	23	23
GANGREL	22	26	24	28
GODFATHER	18	32	24	26
GOLDUST	20	30	26	24
GRAND MASTER SEXAY	22	26	28	24
HAWK	20	30	25	25
HEATH SLATER	23	27	23	27
HUNICO	22	28	26	24
HUNTER HEARST-HELMSLEY	23	30	23	24
JACK SWAGGER	18	32	26	24
JBL	24	30	28	18

SUPERSTAR AND DIVA HP PERCENTAGES (CONTINUED)

SUPERSTAR NAME	HP RATIO HEAD	HP RATIO BODY	HP RATIO ARM	HP RATIO LEG
JEY USO	24	28	22	26
JIMMY USO	24	28	22	26
JINDER MAHAL	25	27	25	23
JOHN CENA	22	35	23	20
JOHN CENA '04	22	35	23	20
JOHN LAURINAITIS	28	26	23	23
JUSTIN GABRIEL	22	28	24	26
KANE	24	34	24	18
KANE ("Attitude Era")	24	34	24	18
KELLY KELLY	22	28	24	26
KEN SHAMROCK	22	28	26	24
KEVIN NASH	22	36	24	18
KHARMA	26	34	22	18
KOFI KINGSTON	25	27	22	26
LAYLA	24	28	26	22
LITA	26	28	22	24
LITA (Rated R)	22	26	24	28
LORD TENSAI	20	38	24	18
MANKIND	30	32	20	18
MARK HENRY	25	35	22	18
MARK HENRY ("Attitude Era")	25	35	22	18
MIKE TYSON	24	28	24	24
MR. McMAHON	26	28	24	22
NATALYA	24	28	24	24
NIKKI BELLA	23	28	26	23
PAUL WIGHT ("Attitude Era")	22	36	24	18
PRIMO	24	28	26	22
R-TRUTH	23	26	23	28
RANDY ORTON	23	33	22	22
REY MYSTERIO	20	28	22	30
RIKISHI	20	38	24	18
ROAD DOGG	20	30	26	24
RYBACK	24	30	26	20
SANTINO MARELLA	22	26	28	24
SCOTTY 2 HOTTY	24	28	24	24
SHANE McMAHON	23	28	26	23
SHAWN MICHAELS	26	20	26	28
SHEAMUS	22	34	24	20
SIN CARA	22	26	22	30
STEPHANIE McMAHON	26	27	24	23
STONE COLD	20	32	28	20
TED DiBIASE	25	28	25	22
TERRY FUNK	30	32	20	18
THE GREAT KHALI	20	40	22	18
THE MIZ	23	30	23	24
THE ROCK	22	32	24	22
THE ROCK ("Attitude Era")	22	32	24	22
TRIPLE H	24	34	24	18
TRIPLE H ("Attitude Era")	23	30	23	24
TRISH STRATUS	22	26	24	28
UNDERTAKER	24	36	20	20
UNDERTAKER ("Attitude Era")	25	35	20	20
VADER	20	36	24	20
VAL VENIS	20	27	27	26
WADE BARRETT	22	30	26	22
X-PAC	20	28	26	26
YOSHI TATSU	25	22	25	28
ZACK RYDER	24	28	22	26

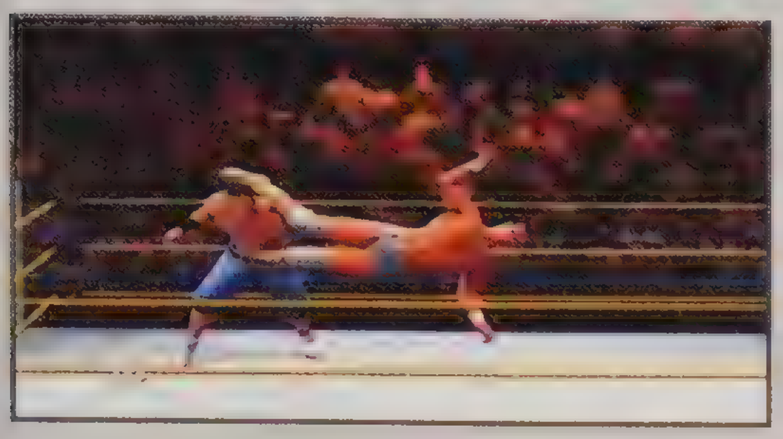


ALBERTO DEL RIO



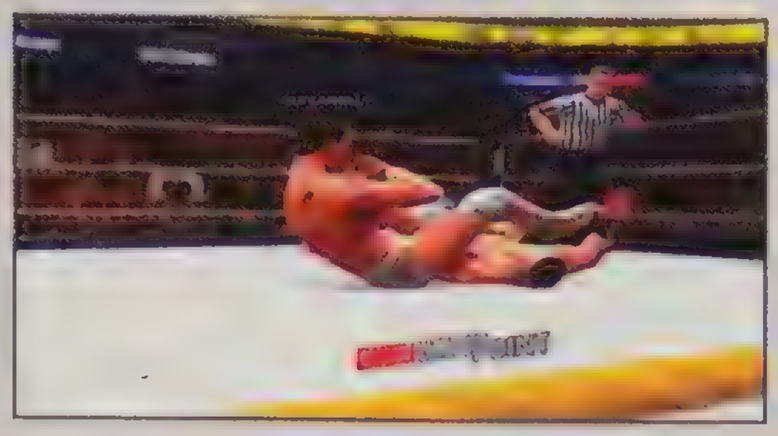
SIGNATURE MOVES

STEP UP ENZUIGIRI 3
Running or Irish Whip rebound



FINISHERS

CROSS ARMBREAKER
Standing front or Irish Whip rebound



CROSS ARMBAR
Grounded opponent near upper body

STUMP PULLER PILEDRIVER (ALTERNATE)
Standing front

WWE BIO

If his personal ring announcer and fleet of luxury vehicles didn't already clue you in, Alberto Del Rio is a Superstar of limitless resources. From his privileged upbringing to his meticulously groomed visage, everything about this south of the border autocrat exudes an, "I'm better than you" elitism. Born into Mexican nobility, Del Rio is the son of famous luchador Dos Caras, who is linked, by blood, to Spanish royals Ferdinand and Isabella. This may well explain his passion for culture and disdain for the working class. During the summer of 2010, Del Rio debuted in WWE, making an immediate impact on *SmackDown* by interrupting and insulting the 619's own Rey Mysterio. Later that night, Del Rio backed up his bluster by making the former World Champion tap out to his signature cross armbreaker. Del Rio quickly followed up on his early success by winning several high-profile matches, including 2011's 40-Man *Royal Rumble* Match and WWE Money in the Bank's *SmackDown* Ladder Match that July. These triumphs were key in helping Del Rio fulfill his "destiny" at 2011's *SummerSlam*, where he cashed in his Money in the Bank contract to defeat CM Punk and become the first-ever Mexican-born WWE Champion. In October 2011, Alberto Del Rio captured championship gold a second time, in a Triple Threat Match against CM Punk and John Cena at WWE Hell in a Cell. In April 2012, Del Rio officially became a *SmackDown* Superstar. Day by day, The Mexican Aristocrat is proving that his unbounded talent, pride and aggression are more than just a formula for winning inside the ring, but the very "essence of excellence" in WWE. Although he suffered defeat against World Heavyweight Champion Sheamus at Money in the Bank, Alberto Del Rio proved he is in a class all his own by overcoming Kane, Daniel Bryan and Rey Mysterio in a Fatal 4-Way Match on *SmackDown*. The victory once again made The Mexican Aristocrat the No. 1 contender to the World Heavyweight Championship, but Del Rio couldn't overcome The Great White at *SummerSlam*—this time in a controversial finish. Del Rio's quest to become World Heavyweight Champion is set to run through Night of Champions, where he will take on Sheamus once again. However, The Mexican Aristocrat may be on his own for this bout, as he is growing increasingly frustrated with Ricardo Rodriguez's bumbling and mistakes. You can bet this determined Superstar won't let up in his quest to reclaim a World Championship in WWE.

BREAKDOWN

Alberto Del Rio is one of the best submission Superstars in the game. Get control of your opponent and break down their arms by using the limb targeting system. Both of Alberto's primary finishers are Breaking Point Submission armbars so you'll need to weaken the opponent to ensure they tap out. Don't be afraid to sneak out of the ring with his Ring Escape ability and taunt to get his momentum up. He sports a 90 rating in Charisma. Hammer Throw your opponent out of the ring and hit him on the way back in with his Signature Move head kick to keep the pressure on. If you can keep your opponent groggy, it's a bit easier to attack the limbs with the target system. Again, he is a submission specialist, but he's got 80-plus in the power and defense categories so push the action.

STATS

HEIGHT: 6'5"
WEIGHT: 239 pounds
FROM: San Luis Potosi, Mexico
CAREER HIGHLIGHTS: *Royal Rumble* winner (2011); *Raw* Money in the Bank winner (2011); WWE Champion

ATTRIBUTES

STRIKE POWER:	80	**ADRENALINE:**	80
GRAPPLE POWER:	85	**RECOVERY:**	80
SUBMISSION:	100	**TOUGHNESS:**	75
STRIKE DEFENSE:	85	**DURABILITY:**	75
GRAPPLE DEFENSE:	85	**CHARISMA:**	90
SPEED:	75	**TAG TEAM:**	70
JUMP:	75	**OVERALL:**	89
AGILITY:	80		

ABILITIES

Hammer Throw
Ring Escape
Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.3s
Right	2.6s
Down	5.3s
Left	2.3s

BIG SHOW

STATS

HEIGHT: 7'0"

WEIGHT: 441 pounds

FROM: Tampa, FL

CAREER HIGHLIGHTS: ECW World Heavyweight Champion; WWE Champion; WCW Champion; World Tag Team Champion; WWE Hardcore Champion; United States Champion; WWE Tag Team Champion; Intercontinental Champion

ATTRIBUTES

STRIKE POWER:	100	**ADRENALINE:**	65
GRAPPLE POWER:	100	**RECOVERY:**	75
SUBMISSION:	85	**TOUGHNESS:**	90
STRIKE DEFENSE:	80	**DURABILITY:**	95
GRAPPLE DEFENSE:	80	**CHARISMA:**	95
SPEED:	60	**TAG TEAM:**	95
JUMP:	45	**OVERALL:**	92
AGILITY:	40		

ABILITIES

Hammer Throw

Comeback

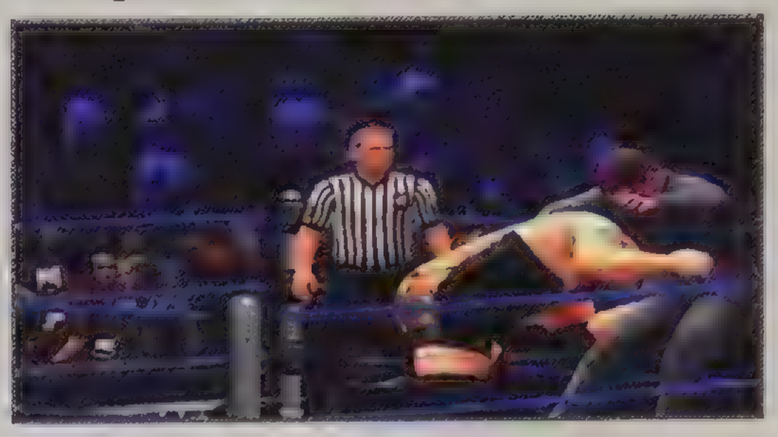
Resiliency

TAUNT TIMES

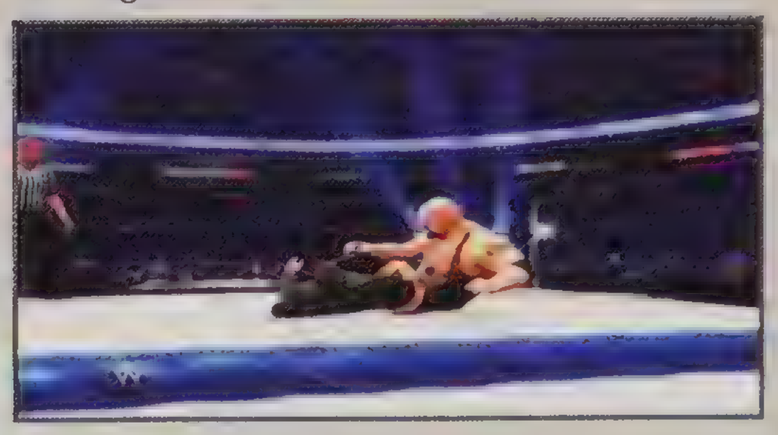
D-PAD DIRECTION	TIME
Up	5.7s
Right	3.4s
Down	5.7s
Left	3.4s

SIGNATURE MOVES

SPEAR 1
Running or Irish Whip rebound

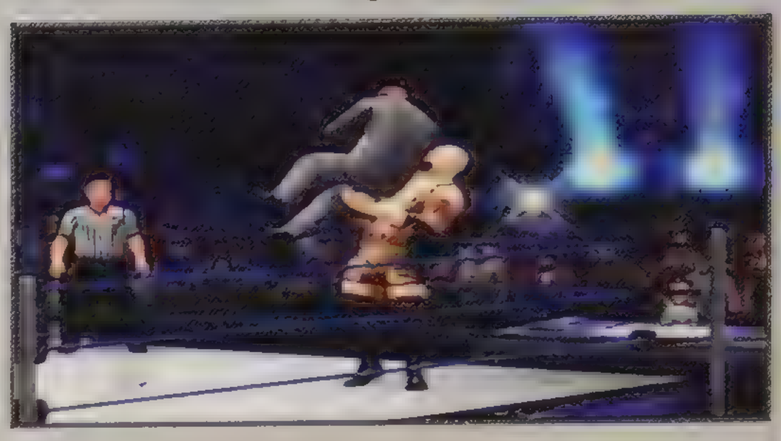


SHOWSTOPPER
Standing Front

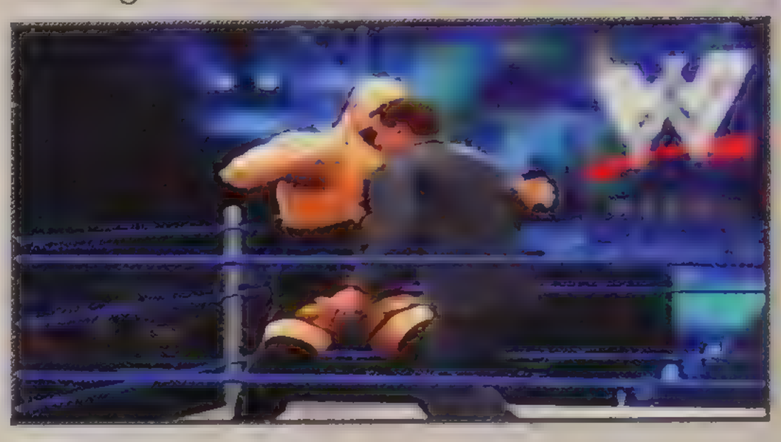


FINISHERS

CHOKESLAM 5
Catch finisher or standing front



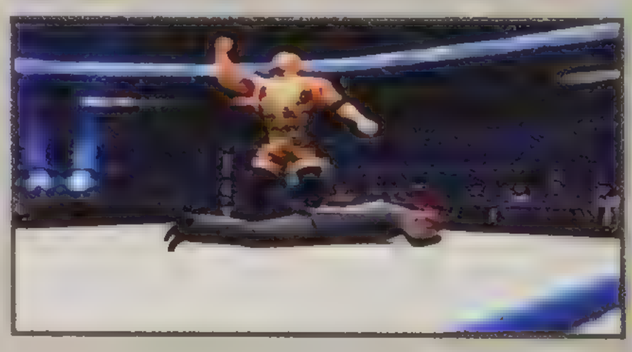
W.M.D
Standing front



WWE BIO

Reminiscent of such goliaths as Andre the Giant and Big John Studd, Big Show is a feared competitor who intimidates opponents with his size and stare alone. The World's Largest Athlete's measurements are astounding. He weighs 441 pounds, stands a mighty seven feet tall, wears a 22 EEEEE size shoe and boasts a 64-inch chest. It's no surprise then that his in-ring debut left a crater-sized impression on the likes of Hulk Hogan and Ric Flair in WCW, where the young giant captured the WCW Championship on two occasions, along with the WCW Tag Team Championship. In 1999, Show emerged as a global star upon signing with WWE, where he collided with Superstars of great acclaim and captured a slew of championships, including the WWE Championship. From Stone Cold Steve Austin and The Rock to Undertaker and Triple H, there's no top name in the business who hasn't succumbed to the man's battering ram of a fist. He's even gone toe-to-toe with world champion boxer Floyd Mayweather Jr., who only managed to clean Show's clock at *WrestleMania XXIV* with the aid of brass knuckles. On a lighter note, The World's Largest Athlete happens to be the world's largest fan of the Rat Pack. He's also an expert auto mechanic and owns a 64-foot yacht dubbed "Showdaddie." And unlike the giants before him, Big Show harbors a sense of humor, which he put on full display in WWE Studios' 2010 theatrical release, "Knucklehead." Yet make no mistake, Show, the first man to capture the WWE, WCW and ECW Championships, is still more proficient at delivering punches than punchlines. Just ask Mark Henry, who awoke the sleeping giant at 2011's Vengeance. Big Show responded by unleashing a devastating half-ton superplex on Henry, which not only shook the ring to its core, it caused it to implode. Now that's high impact.

BREAKDOWN



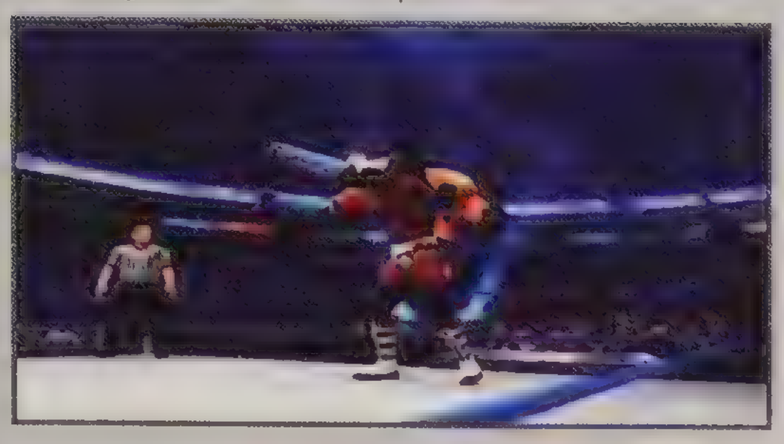
Big Show is very, very good. If he didn't weigh in at a hefty 441 on the scale he'd probably be faster and jump higher, but each Superstar has his limits! Equally good as a striker and grappler, his power ratings are 100 in both, and he's mighty durable too. With a 95 rating in Durability he has a higher HP threshold.

Win the tie-ups and you can lay some heavy damage on your opponent. We led quick strikes with grapples, and then picked up our opponents immediately off the mat and slammed them down again, giving them no windows to escape and opening up many groggy grapples. Punch your opponent—or hammer throw them—into a corner with a Finisher stored and you've got yourself an OMG moment! Big Show will plop them up on the top rope for a ring-breaking superplex and a KO!

BOOKER T

SIGNATURE MOVES

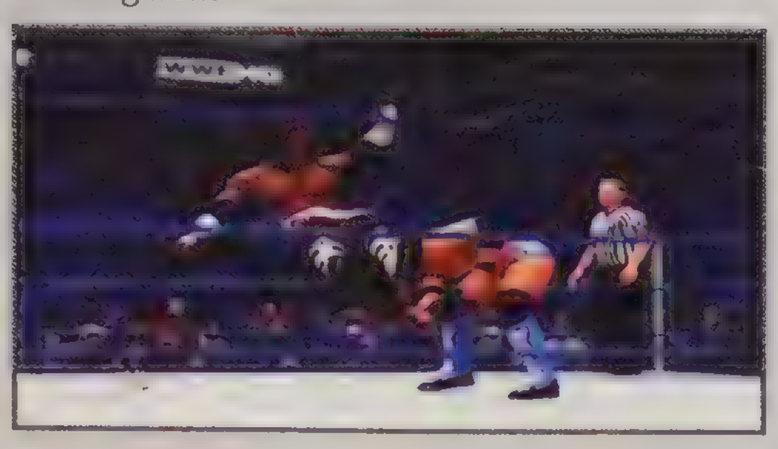
110TH STREET SLAM
Standing front or Irish Whip rebound



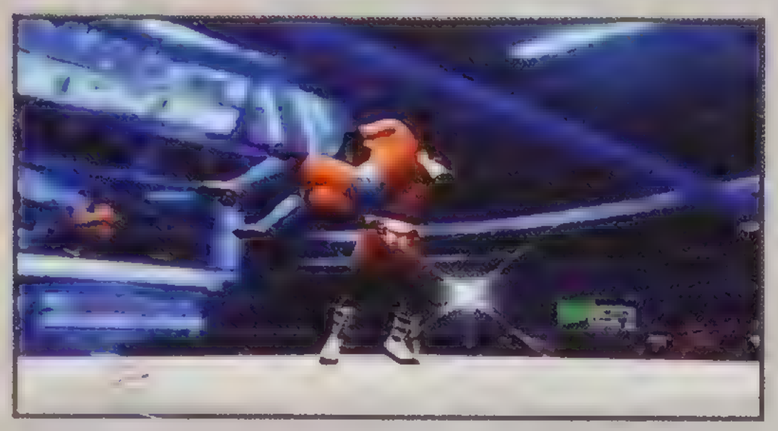
HOUSTON HANGOVER
Dive vs. grounded opponent

FINISHERS

SCISSORS KICK 1
Standing front



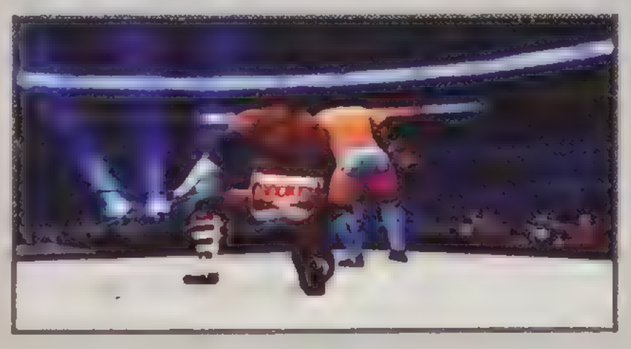
BOOK END
Standing front



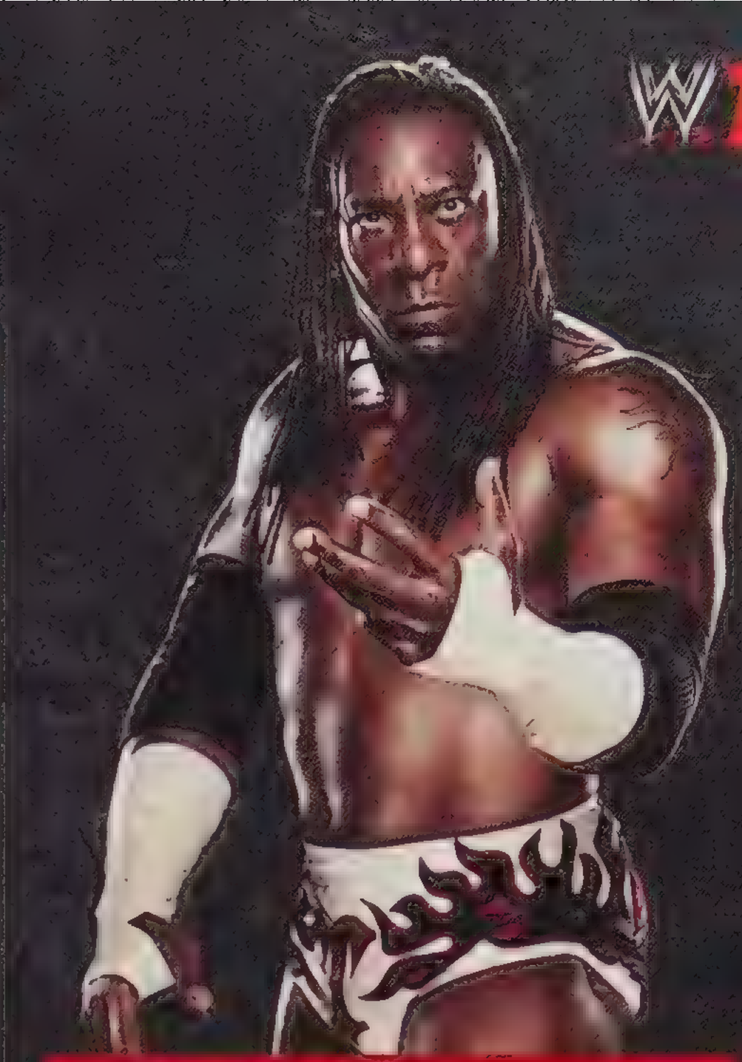
WWE BIO

Can you dig it? Booker T is much more than an announcer, he's an 11-time WCW Tag Team Champion, a six-time WWE World Champion, winner of the 2006 *King of the Ring* tournament, and the man responsible for popularizing the word, "Sucka!" in sports-entertainment. He also bears the distinction of holding the WCW Heavyweight Championship when the promotion folded in 2001. From the moment he stepped into the WWE ring, Booker T has Spinaroonied his way into Superstardom, tangling with a who's who of squared circle greats, including Stone Cold Steve Austin, Undertaker, John Cena, Triple H, Randy Orton, Batista, Rey Mysterio, Ric Flair, Christian, Mark Henry and many others. In 2001, as a member of The Alliance, he personally cost Stone Cold Steve Austin the Undisputed WWE Championship. In 2002, as a tag partner with Goldust, he launched one of the most outrageously funny tandems in WWE history. And in 2006 as King Booker, he delivered what's widely considered the best faux British accent since Kevin Costner's turn as the Prince of Thieves in "Robin Hood." Booker T left WWE in October 2007, but returned in 2011 as part of the biggest *Royal Rumble* in WWE history. Soon after, the veteran grappler joined the announce team on *SmackDown* as a color commentator, and appeared as a trainer on USA's hit reality series "WWE Tough Enough." Then, in the summer of 2012, the six-time World Heavyweight Champion added yet another tremendous honor to his resume, when accepted the challenging role of *SmackDown* General Manager.

BREAKDOWN



Booker T is a solid Superstar to take into the WWE Universe and play with—he's well rounded and nobody will accuse you of loading up with the highest-rated Superstar in the game in your matches. Plus, we are such big fans of the Move Thief ability, and running through a slew of opponents while using their own Finishers thrown back at them—with sweet break dancing taunts in between—shows there's no better way to spend time. When your opponent is grounded, hold R1 or RB and press up on the D-pad to open up Move Thief. Love it!



STATS

HEIGHT: 6'3"

WEIGHT: 253 pounds

FROM: Houston, TX

CAREER HIGHLIGHTS: World Heavyweight Champion; WCW Champion; World Tag Team Champion; WCW World Tag Team Champion: WCW Tag Team Champion; Intercontinental Champion; United States Champion; WCW World Television Champion; Hardcore Champion; 2006 *King of the Ring*; *SmackDown* color commentator, *SmackDown* General Manager

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 85
GRAPPLE POWER: 80	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 75
STRIKE DEFENSE: 85	**DURABILITY:** 75
GRAPPLE DEFENSE: 90	**CHARISMA:** 85
SPEED: 75	**TAG TEAM:** 100
JUMP: 75	**OVERALL:** 88
AGILITY: 80	

ABILITIES

Hammer Throw	Move Thief
Resiliency	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.5s
Right	3.5s
Down	2.5s
Left	3.5s

BROCK LESNAR

STATS

HEIGHT: 6'3"

WEIGHT: 266 pounds

FROM: Minneapolis, MN

CAREER HIGHLIGHTS: WWE Champion; 2003 *Royal Rumble* Match winner; 2002 *King of the Ring*

ATTRIBUTES

STRIKE POWER:	90	**ADRENALINE:**	85
GRAPPLE POWER:	90	**RECOVERY:**	85
SUBMISSION:	80	**TOUGHNESS:**	85
STRIKE DEFENSE:	85	**DURABILITY:**	90
GRAPPLE DEFENSE:	80	**CHARISMA:**	90
SPEED:	80	**TAG TEAM:**	70
JUMP:	75	**OVERALL:**	92
AGILITY:	75		

ABILITIES

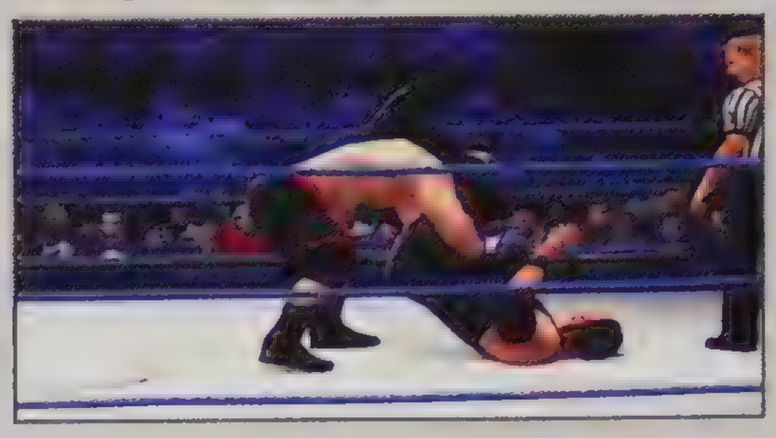
Hammer Throw	Leverage Pin
Outside Dives	Resiliency

TAUNT TIMES

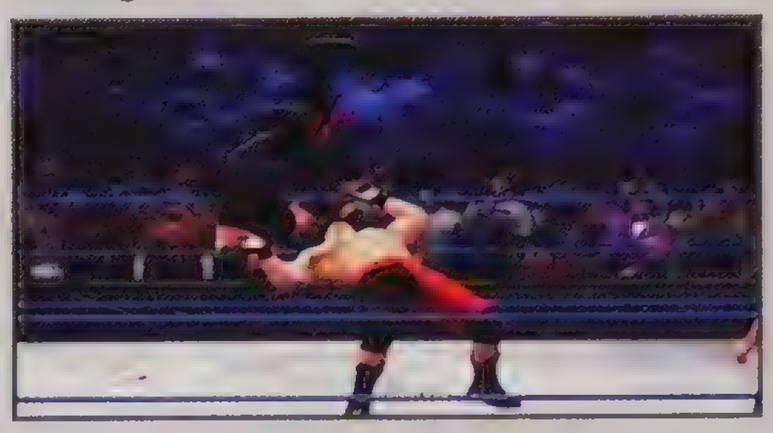
D-PAD DIRECTION	TIME
Up	3.4s
Right	2.0s
Down	2.1s
Left	2.0s

SIGNATURE MOVES

MULTIPLE POWERBOMBS
Standing front

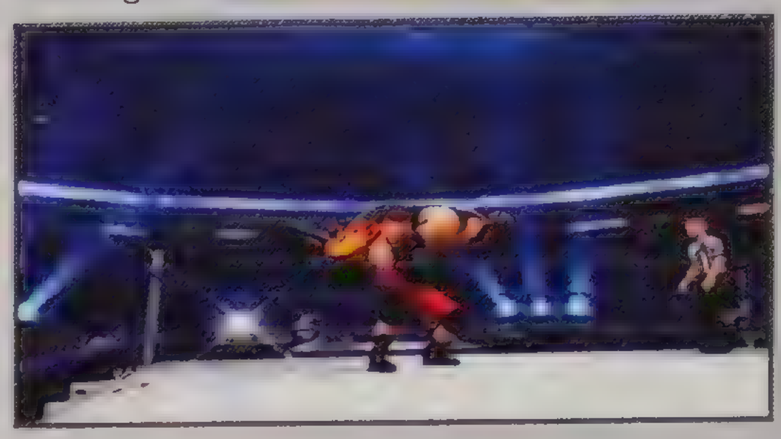


FALLAWAY SLAM 2
Standing front

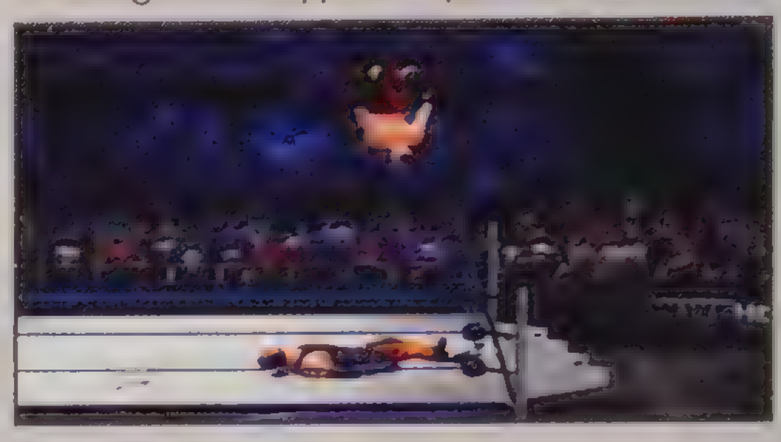


FINISHERS

F-5 4
Standing front



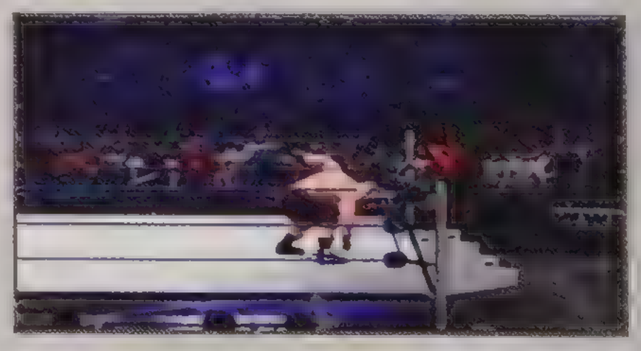
SHOOTING STAR PRESS 4
Dive vs. grounded opponent (pin combo)



WWE BIO

Think all men are created equal? Then how do you explain Brock Lesnar? Possessing the type of staggering strength and scary intensity usually only seen in Superman villains, the 6-foot-3, 266-pound freak of nature from Minneapolis, Minn., has forced his way to the top of every major combat sport. He won the NCAA Division I collegiate wrestling championship as a senior at the University of Minnesota, the WWE Championship within six months of his debut and the UFC Heavyweight Championship in his fourth professional MMA fight. Plain and simple, the man was built to destroy. First scouted by WWE officials while smashing his way through the college wrestling ranks, Brock Lesnar debuted on *Raw* on March 18, 2002 and singlehandedly destroyed a ring full of unfortunate Superstars. From that night on, the domination was unrepentant. With the sinister Paul Heyman guiding his career, "The Next Big Thing" won the *King of the Ring* tournament in June and beat The Rock to win the WWE Championship at *SummerSlam*. On that night, the punishing big man became the youngest WWE Champion in history and the fastest rising star sports-entertainment had ever seen. Like a runaway train, Lesnar was impossible to stop. He manhandled Undertaker in a way no competitor had ever done before and made "The Immortal" Hulk Hogan appear disturbingly vulnerable in defeat. Some Superstars look like they were chiseled out of granite—Lesnar looked like he was blasted out of the side of a mountain with dynamite. How else could you explain the way he heaved Big Show through the air as if the giant was a cruiserweight? In an industry filled with seriously strong men, this type of power had never been seen. It became clear that Brock Lesnar held skills that few men possess. He wasn't just strong, he was built to survive. Drop this man in the middle of the frozen wilderness with nothing but a Swiss army knife and he'll walk out of the woods a week later wearing a grizzly bear for a coat. Betting men would have put their money on The Next Big Thing carrying WWE through the decade, but Lesnar shocked the sports-entertainment world when he announced he was leaving WWE in 2004. Following a controversial loss to Goldberg at *WrestleMania XX*, the dangerous athlete pursued mixed martial arts where he conquered the cage for more than three years. It looked like Lesnar was headed for retirement from there, until the hulking competitor walked out on *Raw* on the day after *WrestleMania XXVIII* and obliterated John Cena with his F-5 finishing maneuver. Since that shocking night, the beast has dominated the Cenation leader on pay-per-view, reintroduced the eely Paul Heyman to WWE, and snapped Triple H's arm in the center of the ring. The Game and Lesnar headed down a crash course ever since, culminating on the final *Raw* before *SummerSlam* where Brock broke Shawn Michaels' arm while Triple H watched helplessly. If that didn't convince the WWE Universe that Brock was as remorseless as ever, the ruthless punishment he inflicted on The Game at the showcase pay-per-view surely did. The night after conquering The King of Kings, Lesnar declared that he had accomplished every objective that he had set out for himself. With a terse announcement on Tout, Lesnar capped his career in the squared circle, saying "I'm leaving WWE and I'm never coming back."

BREAKDOWN

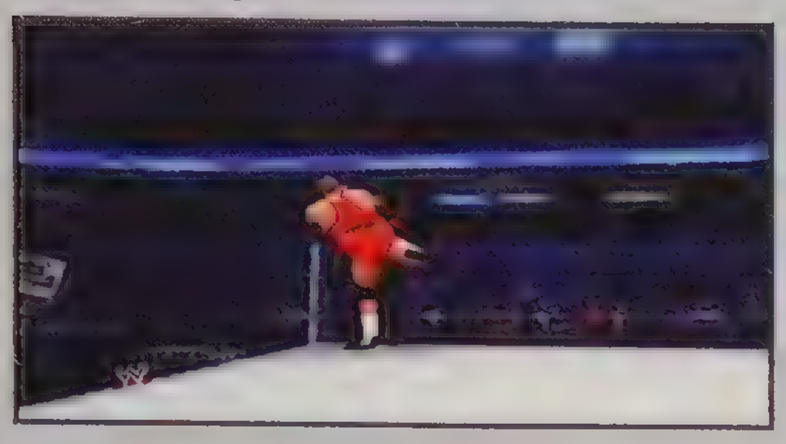


Brock Lesnar is back full-time on the WWE roster. Which means his unbelievable Shooting Star Press is back as a Finisher! It's one thing to watch the nimbly-built luchadors take to the air, but when 260 pounds-plus of Brock Lesnar gives up his body for this tremendous pin combo, it's worth a jump of the couch and a victory dance. Lesnar is surprisingly fast and athletic, and he's got the ability to perform Outside Dives, so Hammer Throw your opponent out of the ring and follow with an aerial assault. Mix in a taunt or two (right and left are quick) and he'll build momentum quickly to open up Signature Moves and Finishers. Love him or hate him, Brock Lesnar is one of the most versatile and dominant one-one-one Superstars in the game.

BRODUS CLAY

SIGNATURE MOVES

AH FUNK IT
Corner standing front

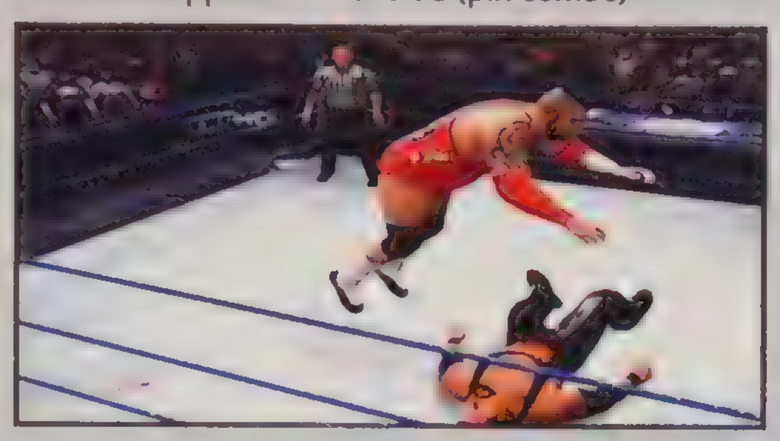


EXPLODER SUPLEX 3
Standing front

FINISHERS

THE FALL OF HUMANITY
Running or Irish Whip rebound (pin combo)

DOWN BODY SPLASH
Grounded opponent near side (pin combo)

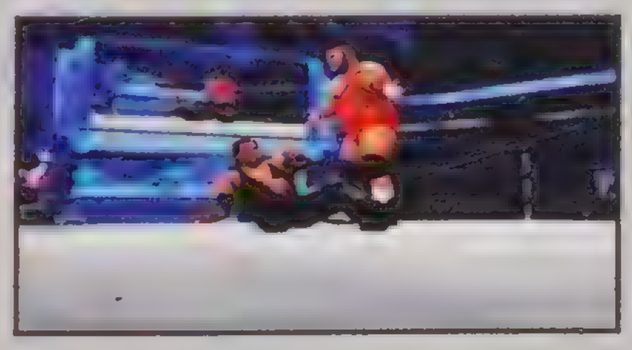


EXPLODER SUPLEX 2 (ALTERNATE)
Standing front

WWE BIO

Is it funky in here or is it just Brodus Clay? The only living, breathing Funkasaurus in captivity, the 375-pound dancing machine has descended from Planet Funk on a mission to move booties and mash bodies. Confused? Think of it this way—Brodus Clay is a rump shaker, and his opponents' backbones are the dance floor. Hotstepping onto *Raw* in January of 2012, the boogie man shocked those WWE fans who were expecting the hyped Superstar to be more Hall of Pain than Soul Train. Indeed, the former bodyguard had been a humorless thug during his stint on WWE NXT season four and his brief time in the corner of Alberto Del Rio, but he's clearly marching to a different tune. Keeping the beat while he keeps on beating opponents, Clay has barreled through the likes of Curt Hawkins, JTG and William Regal with his signature running splash. It's the type of performance that demands attention, but if The Funkasaurus' serious strength and outlandish attitude don't grab you, his "Funkadactyls"—Naomi and Cameron, the two beautiful ladies in skintight catsuits shaking it by his side—certainly will. This trio is bringing some much-needed fun to the ring with their own dance, dance revolution. After being defeated by a scheming Damien Sandow on the August 21, 2012 edition of *Raw*, Brodus took matters into his own hands and brutalized WWE's self-described martyr following the contest. Got a problem with this dino's funk? Then somebody better call Clay's momma.

BREAKDOWN



Brodus Clay is a lot of fun to play. He's light on abilities, but he's got few cool Signature Moves and Finishers to showcase. Although he is relatively new to the spotlight in the real-world ring, he has built quite a following in the WWE and is rated a 90 in Charisma, so taunts bring some trademark funkiness to the ring (sadly, sans backup dancers). We mixed up quick strikes with a running grapple (a one-handed bulldog) to work momentum into our favor and gain the advantage. Being a big guy, he utilizes body splashes and big grapples to do damage, and we are particularly fond of his Ah Funk It. Whip your opponent into a corner and let him rip with this big body avalanche Signature Move. Take your opponent down with a Fall of Humanity Finisher for a flashy pin and a win.

STATS

HEIGHT: 6'7"
WEIGHT: 375 pounds
FROM: Planet Funk

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 70
GRAPPLE POWER: 90	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 90
STRIKE DEFENSE: 75	**DURABILITY:** 90
GRAPPLE DEFENSE: 80	**CHARISMA:** 85
SPEED: 65	**TAG TEAM:** 70
JUMP: 55	**OVERALL:** 87
AGILITY: 55	

ABILITIES

Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.9s
Right	7.2s
Down	4.9s
Left	7.2s

CHRIS JERICHO

STATS

HEIGHT: 6'0"

WEIGHT: 226 pounds

FROM: Winnipeg, Manitoba

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; WCW Champion; Intercontinental Champion; European Champion; Hardcore Champion; World Tag Team Champion; ECW TV Champion; WCW TV Champion; WCW Cruiserweight Champion; Unified Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 85
GRAPPLE POWER: 75	**RECOVERY:** 85
SUBMISSION: 90	**TOUGHNESS:** 80
STRIKE DEFENSE: 80	**DURABILITY:** 80
GRAPPLE DEFENSE: 90	**CHARISMA:** 90
SPEED: 90	**TAG TEAM:** 85
JUMP: 80	**OVERALL:** 90
AGILITY: 85	

ABILITIES

- Dirty Pin
- Leverage Pin
- Outside Dives
- Ring Escape
- Springboard Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.8s
Right	4.0s
Down	2.8s
Left	4.0s

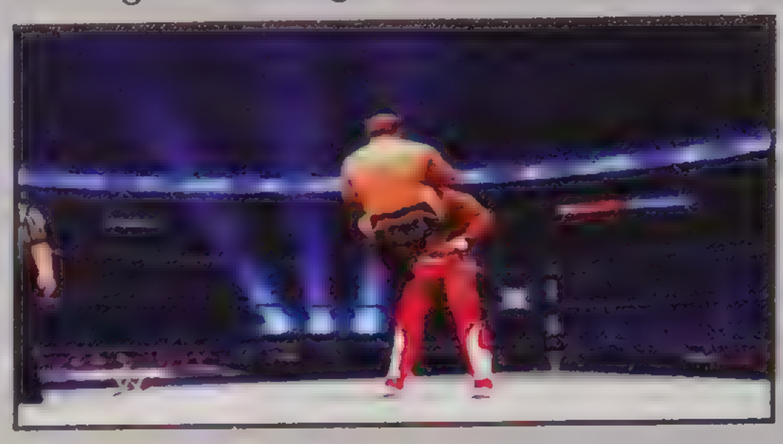
SIGNATURE MOVES

WALLS OF JERICHO 1
Standing front or Irish Whip rebound

WALLS OF JERICHO 2
Grounded opponent near lower body

FINISHERS

CODEBREAKER 1
Standing front, running or catch

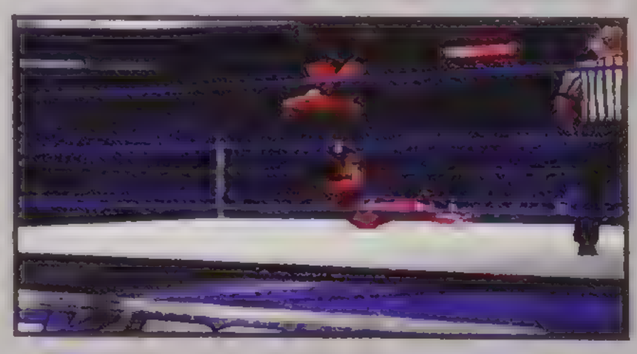


LIONTAMER
Grounded opponent near lower body

WWE BIO

There is one thing you can say about Chris Jericho—the guy knows how to make an entrance. During the summer of 1999, a millennium clock began counting down on *Raw*. WWE fans spent weeks wondering what the timer was leading to before getting an answer on Aug. 9 when the clock struck zero and Y2J appeared. Audaciously interrupting The Rock, the confident new competitor immediately announced himself as a performer who wasn't afraid to make a statement. Some people would crack under the hype of such a big debut. Jericho exceeded it. Over the next decade, The Ayatollah of Rock 'n' Rolla grabbed a record nine Intercontinental Championships, multiple Slammy Awards and the distinction of being the first Undisputed Champion in WWE history—an achievement he never fails to mention. Son of former NHL standout Ted Irvine, Jericho was born in Manhasset, N.Y., but raised in Winnipeg, Manitoba, Canada. A wrestling fan from an early age, he trained in the famed Hart Family Dungeon and made his ring debut against Lance Storm when he was only 19. Starting out in the frigid armories of Canada, Jericho went on to perform across the globe in places like Mexico and Japan, infusing different international styles into his repertoire along the way. By the time he reached WCW in 1996, his loyal band of "Jerichoholics" was growing rapidly. The cocky competitor found success in WCW, winning the Cruiserweight and Television Championships on multiple occasions, but he soon grew frustrated with the locker room politicking that plagued the company. Sensing a brighter future in WWE, Jericho broke the walls down on *Raw* with a thrilling debut in 1999. His place in WWE history was cemented on Dec. 9, 2001 at Vengeance, when he beat The Rock for the WCW Championship and Stone Cold Steve Austin for the WWE Championship on the same night, unifying both championships to become the first-ever Undisputed WWE Champion. More big matches followed, but Jericho was forced out of WWE in August 2005 after losing a "You're Fired!" Match to then-WWE Champion John Cena on *Raw*. During that two-year hiatus, Jericho pursued acting, toured with his heavy metal band Fozzy and penned the story of his career, "A Lion's Tale: Around the World in Spandex." After a lengthy 2007 video campaign that foretold of a Superstar that would "Save Us," Jericho came back again with a chip on his shoulder. Upset at WWE brass for passing him over for World Championship opportunities, he went so far as to call his treatment a "conspiracy." But while his attitude changed, his ability didn't. He won the World Heavyweight Championship for the third time at No Way Out in 2010 and enjoyed successful tag team runs with Edge and Big Show. Jericho disappeared from WWE rings again after being punted in the head by Randy Orton, but he made a fiery return to *Raw* in January 2012. Following weeks of cryptic vignettes that warned, "The end begins on 1-2-12," the man who calls himself "The Best in the World at What He Does" appeared out of the darkness in a jacket made of lights and bucked expectations by energetically running around the ring for 10 minutes, but never speaking a word. WWE fans didn't know quite what to make of Y2J's behavior, but Chris Jericho is nothing if not unpredictable.

BREAKDOWN



Chris Jericho has a great submission-style move-set. He's not the highest-rated submission guy on the roster, but both of his Signature Moves Walls of Jericho 1 and 2, and his Liontamer Finisher attack vulnerability in the torso. Conveniently, The two easiest parts of the body to damage for submissions within the normal flow of the match (based on sheer number of attacks to those areas in the move-set) are the head and torso. We found two of his easiest combos to the torso: 1. To damage the torso with strikes, hold any direction on the left analog stick and press strike to execute some body strike. 2. For chain grapples, press up or down and grapple to get into a front facelock or waist lock from behind. Tap grapple again from either position to slam your opponent to the mat, damaging the body. Then, use a running Springboard Dive to launch a Moonsault Attack 1.

CHRISTIAN

SIGNATURE MOVES

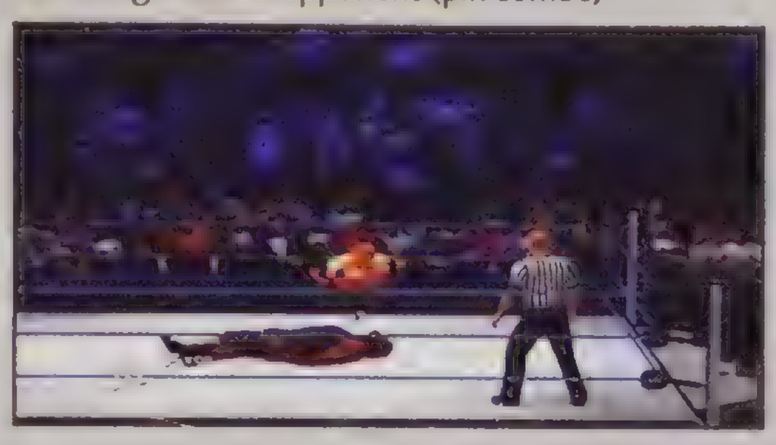
HANGING OVERHEAD KICK
Corner standing front

SPEAR 5
Corner vs. grounded opponent

FINISHERS

KILLSWITCH
Standing front or Irish Whip rebound

FROG SPLASH 1
Dive vs. grounded opponent (pin combo)



WWE BIO

Christian's been proving his worth in WWE from day one. In his first official bout in 1998 as a member of The Brood, the Toronto native set the bar rather high for himself by winning the Light Heavyweight Championship from Taka Michinoku. And he's raised it every year since. Christian's knack for wowing the WWE Universe, by executing innovative and high-impact maneuvers, has cemented his rep as a top-tier Superstar and led to some pretty epic victories alongside lifelong friend Edge during the TLC mayhem of the "Attitude Era". Together, the duo laid claim to seven stunning World Tag Team Championships and engineered some of WWE's most memorably absurd moments, including their infamous "five-second pose." They also pioneered the dreaded Con-Chair-To, a sadistic double-team strike in which both Canucks simultaneously whacked an adversary with a folding chair. This obsession with steel objects reached frenzied heights at *WrestleMania 2000*, where Edge & Christian, the Hardy Boyz and the Dudleys introduced the world to the first-ever Tables, Ladders and Chairs Match. "Captain Charisma" eventually broke out on his own, birthing a pack of followers known as "Peeps" and winning numerous championships such as the prestigious Intercontinental Championship. In 2009, after taking a four-year sabbatical from WWE, he returned to his hardcore roots to notch the ECW Championship—twice in one year. Perhaps none of his achievements, though, are as extraordinary as his victory in a brutal Ladder Match against Alberto Del Rio at Extreme Rules 2011, where Christian captured his first World Heavyweight Championship. He held the illustrious championship for five days before seeing his reign ended prematurely by Randy Orton. The loss narrowed Christian's focus on regaining the World Heavyweight Championship by any means necessary, even if it meant constant pleas for "one more match" to prove his mettle. He kicked off his second reign with a victory over The Viper at Money in the Bank 2011, only to have Orton reclaim the championship one month later at *SummerSlam* 2011. The charismatic competitor then struggled to regain his form and finally saw his year end due to injury. Upon realizing the honor of inducting his longtime friend and former partner, Edge, into the WWE Hall of Fame in 2012, Christian confessed to experiencing a "moment of clarity" that reset his own career goals. He returned from injury at WWE Over the Limit 2012 and won a Battle Royal and a match with Cody Rhodes to claim the Intercontinental Championship for the fourth time. Though his reign ended on *Raw* 1,000, Christian looks ready to compete with the tenacity and charisma that the WWE Universe has come to expect from the Canadian Superstar.

BREAKDOWN

Ah, yes. Christian. For an 88 overall rating, he's not weak in any area. He also boasts five abilities and he's a high-flyer. This year, he gets a Frog Splash as one of his Finishers to complement the Outside Dives and Springboard Dives. With his 85 rating in Agility and Jump, use dives to have some fun with your opponent in—and out of—the ring. Our favorite match scenario: Frustrate your opponent by using the Hammer Throw to launch them out of the ring and then immediately follow with an Outside Dive by pointing the left analog stick in their direction and pressing strike. Christian will launch off the ropes into a Vaulting Body Press ringside. Whip them back into the ring and progress the match to a Frog Splash Finisher and pin combo to complete the highlight reel match.

STATS

HEIGHT: 6'1"
WEIGHT: 212 pounds
FROM: Toronto, Ontario, Canada
CAREER HIGHLIGHTS: ECW Champion; Intercontinental Champion; World Tag Team Champion; Light Heavyweight Champion; Hardcore Champion; European Champion; World Heavyweight Champion

ATTRIBUTES

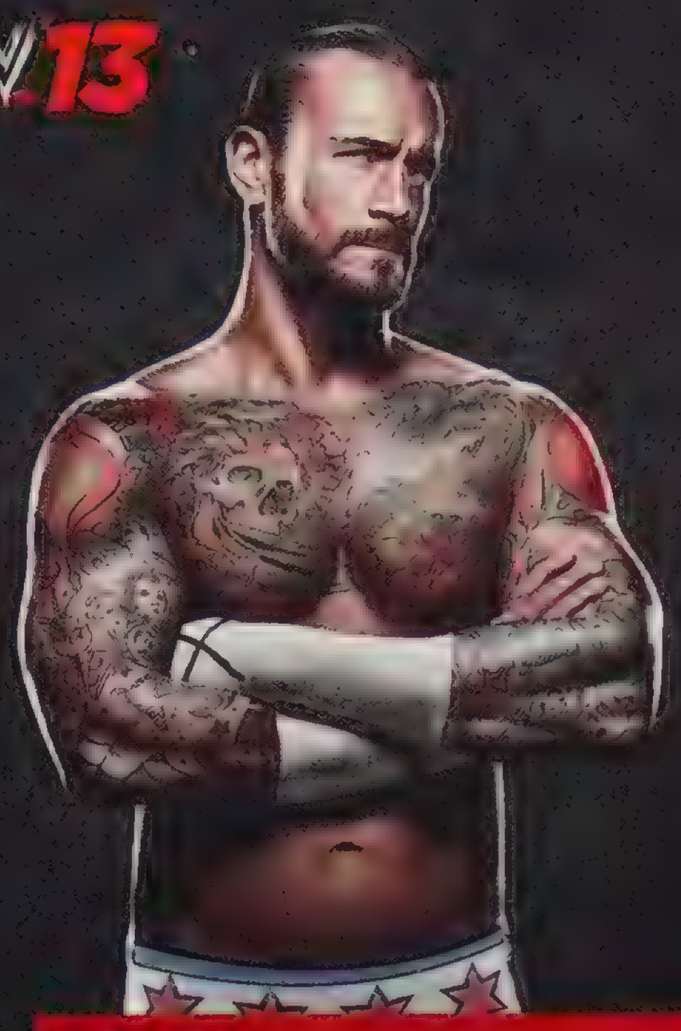
STRIKE POWER: 80	**ADRENALINE:** 85
GRAPPLE POWER: 75	**RECOVERY:** 80
SUBMISSION: 70	**TOUGHNESS:** 75
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 85	**CHARISMA:** 85
SPEED: 80	**TAG TEAM:** 85
JUMP: 85	**OVERALL:** 88
AGILITY: 85	

ABILITIES

Hammer Throw	Outside Dives
Springboard Dives	Resiliency
Leverage Pin	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	1.6s
Right	3.9s
Down	1.6s
Left	3.9s



CM PUNK

STATS

HEIGHT: 6'2"

WEIGHT: 218 pounds

FROM: Chicago, IL

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; ECW Champion; World Tag Team Champion; Intercontinental Champion; *Raw* commentator

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 90
GRAPPLE POWER: 80	**RECOVERY:** 95
SUBMISSION: 95	**TOUGHNESS:** 80
STRIKE DEFENSE: 95	**DURABILITY:** 85
GRAPPLE DEFENSE: 90	**CHARISMA:** 95
SPEED: 85	**TAG TEAM:** 85
JUMP: 90	**OVERALL:** 95
AGILITY: 80	

ABILITIES

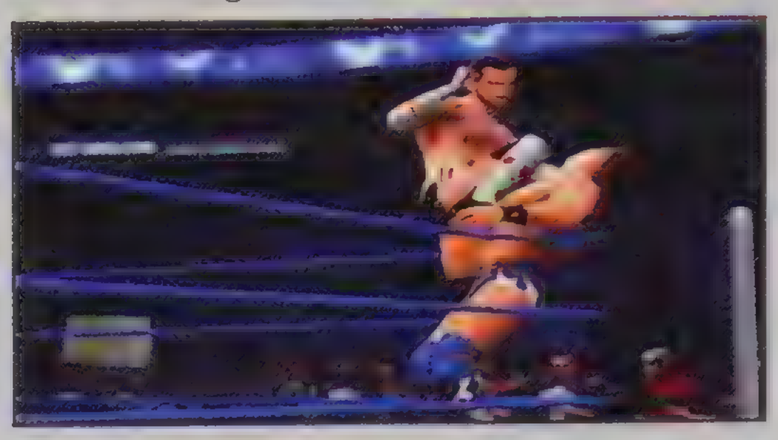
- Comeback
- Leverage Pin
- Outside Dives
- Resiliency
- Springboard Dives

TAUNT TIMES

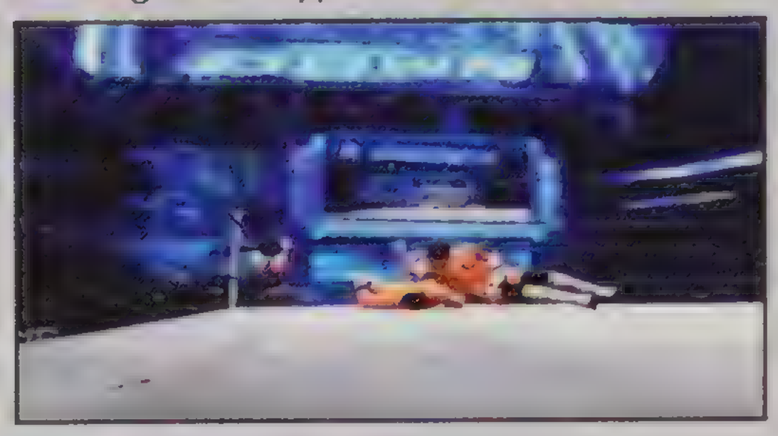
D-PAD DIRECTION	TIME
Up	2.3s
Right	2.3s
Down	3.2s
Left	1.6s

SIGNATURE MOVES

SHINING WIZARD/BULLDOG 2
Corner standing front



DIVING ELBOW DROP 10
Dive vs. grounded opponent



FINISHERS

G.T.S. 2
Standing front, Irish Whip rebound or catch

ANACONDA VISE 1
Standing front or Irish Whip rebound

TIGER BOMB 3 (ALTERNATE)
Standing front (pin combo)

WWE BIO

It's not surprising that CM Punk cites the radical "Rowdy" Roddy Piper as a childhood influence. After all, Punk is the embodiment of the anti-establishment, the modern-day "Voice of the Voiceless," whose skill at igniting verbal "pipe bombs" is rivaled only by Hot Rod himself. Punk even looks the part of rebel with his too-numerous-to-count tattoos and body piercings. Yet, he waxes way more philosophical than his exterior might suggest, and has shown a diverse set of interests that include ghost hunting, G. I. Joe and the "Straight Edge" movement, a subculture that rejects the use of drugs, alcohol and a dependency lifestyle. Punk's only bad habit: his addiction to competition. His in-ring repertoire is an assimilation of fighting styles, all of which were put on full display during his debut in The Land of the Extreme in 2006. Since then, Punk has added many accomplishments to his considerable résumé, including the ECW, WWE, World Heavyweight, World Tag Team and Intercontinental Championships. Today, Punk is headlining pay-per-views—and he's doing so in spite of the events of 2011, when he assailed Mr. McMahon with his blunt opinions about the business and made a bold promise not to renew his contract with the company. Punk's criticism struck a nerve with The Chairman who, against his better judgment, granted The Second City Saint a WWE Championship Match at WWE Money in the Bank in the Superstar's native city, Chicago. Punk not only beat John Cena to win that match, he absconded with the WWE Championship as the seconds on his WWE contract ticked down. Fortunately for WWE fans everywhere, Punk agreed to re-sign with WWE weeks later, compelled to return to the ring to prove that he's the undisputed "Best in the World." The Voice of the Voiceless continues to advocate on behalf of disenchanted WWE fans everywhere, who feel the WWE product is in need of a good (roundhouse) kick in the teeth.

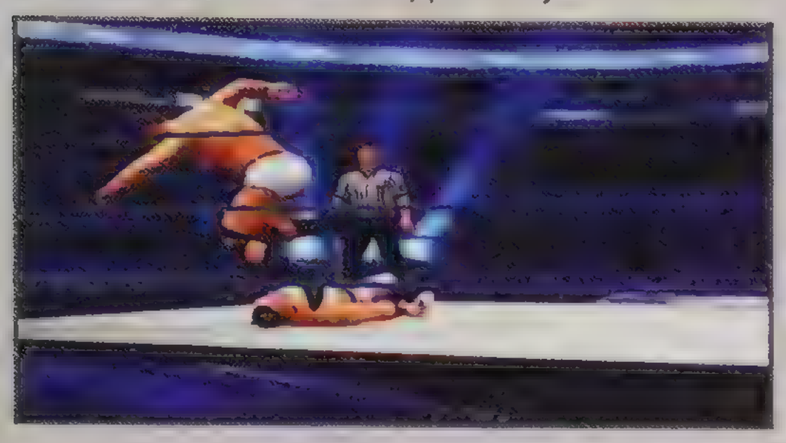
BREAKDOWN

As this year's cover boy, the well-rounded CM Punk is one of the highest-rated overall Superstars—no single attribute rating falls below 80. Beyond that, however, is his dynamic move-set that blends dives and submissions along with powerful kicks and strong grapples. Opponents aren't safe anywhere in or out of the ring as Punk can cover ground (or air) quickly and recovers just as fast. His Wake-Up Taunt is one of the best, mocking your opponent with a G.T.S as they helplessly rise into your Finisher. Defensively, Punk is tough with ratings of 95 and 90 in Strike Defense and Grapple Defense respectively, so reversals come fairly easy. We liked CM Punk as one of our favorites last year, and he is even better in *WWE '13*.

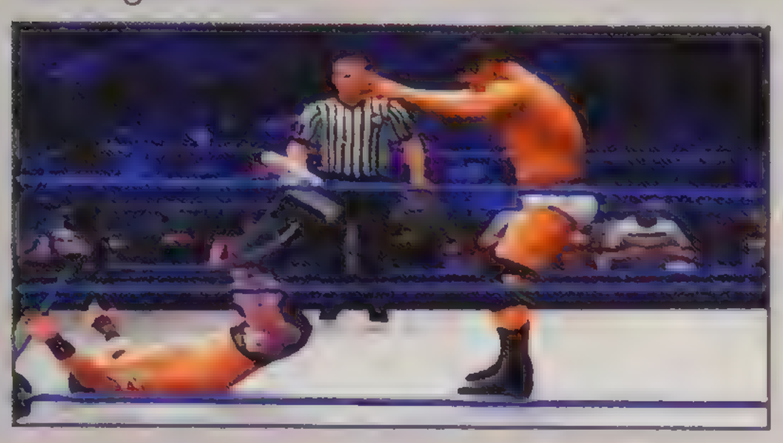
CODY RHODES

SIGNATURE MOVES

RUNNING KNEE DROP 1
Grounded opponent near upper body

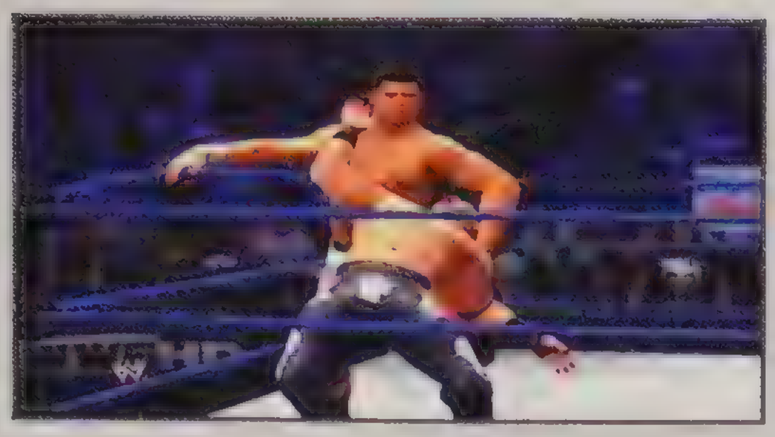


ALABAMA SLAM 2
Standing front



FINISHERS

CROSS RHODES
Standing behind

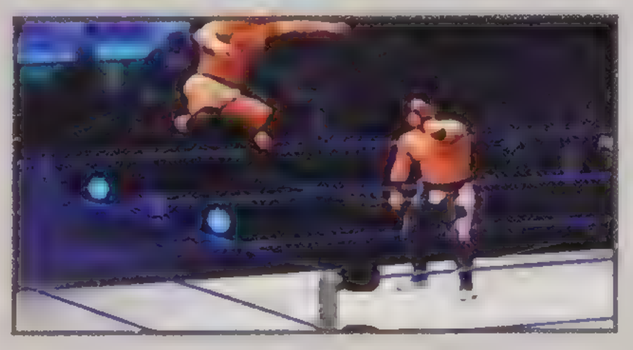


SILVER SPOON DDT (ALTERNATE)
Standing front

BIO.

The son of WWE Hall of Famer "The American Dream" Dusty Rhodes, Cody grew up admiring his father and watching him capture the imagination of sports-entertainment fans worldwide. He could not wait to carry on his father's legacy while carving out one of his own in WWE. With his "dashing" appearance and natural ability, Cody appeared destined for success from the start. The second-generation Superstar quickly fulfilled that promise in the tag team ranks, capturing several championships. Together with fellow multiple-generation Superstar Ted DiBiase, Rhodes would soon look for additional guidance from another Superstar with the squared circle in his blood, Randy Orton. Under the mentorship of Orton, Cody, with Ted, joined The Viper in forming The Legacy. Shortly after being voted "Most Handsome Superstar" in a Divas poll on WWE.com, Rhodes added the moniker "Dashing" to his persona, showcasing a new level of self-confidence and egoism that included giving numerous good hygiene tips to the WWE Universe on how they might become more like him. However, that all came crashing down following an accidental facial injury in a match with Rey Mysterio. Behind a protective mask, the extremely bitter, self-conscious Rhodes began to spread his torment through WWE, eventually winning the Intercontinental Championship, and restoring it to glory by re-introducing the old school look of the championship and its classic gold face and medallions. Championship gold only motivated the second-generation Superstar even more, and he continued his rivalry with his former friend and mentor, Randy Orton, among others. One way or another, dashing or devious, mask or no mask, Cody Rhodes is relentless in his pursuit of a long-lasting legacy.

BREAKDOWN



The old adage "defense wins championships" definitely applies to Cody Rhodes. He's not the most powerful offensive Superstar in the game, but he's better than good in every other category. His five abilities add depth to his move-set and he can attack from anywhere. Rhodes is another Superstar who is fun to own your friends with, as you can grind away on the weakness of whoever you face. Against the slow, powerful guys, he is faster. Against the quick high-flyers, he can muscle up. It is his ability set that sets him apart from the middle of the pack. Use dives to attack from distance and don't be afraid to Ring Escape if you need to—abilities are there to be used. There's no shame in it.

STATS

HEIGHT: 6'2"
WEIGHT: 215 pounds
FROM: Marietta, GA
CAREER HIGHLIGHTS: Intercontinental Champion; World Tag Team Champion; WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 85
GRAPPLE POWER: 75	**RECOVERY:** 85
SUBMISSION: 75	**TOUGHNESS:** 80
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 85	**CHARISMA:** 85
SPEED: 85	**TAG TEAM:** 75
JUMP: 80	**OVERALL:** 88
AGILITY: 85	

ABILITIES

- Hammer Throw
- Outside Dives
- Springboard Dives
- Ring Escape
- Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	1.9s
Right	2.0s
Down	1.3s
Left	2.0s

DANIEL BRYAN

STATS

HEIGHT: 5'10"

WEIGHT: 210 pounds

FROM: Aberdeen, WA

CAREER HIGHLIGHTS: World Heavyweight Champion; United States Champion: 2011 *SmackDown* Money in the Bank winner

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 85
GRAPPLE POWER: 80	**RECOVERY:** 85
SUBMISSION: 95	**TOUGHNESS:** 85
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 95	**CHARISMA:** 80
SPEED: 85	**TAG TEAM:** 75
JUMP: 85	**OVERALL:** 91
AGILITY: 85	

ABILITIES

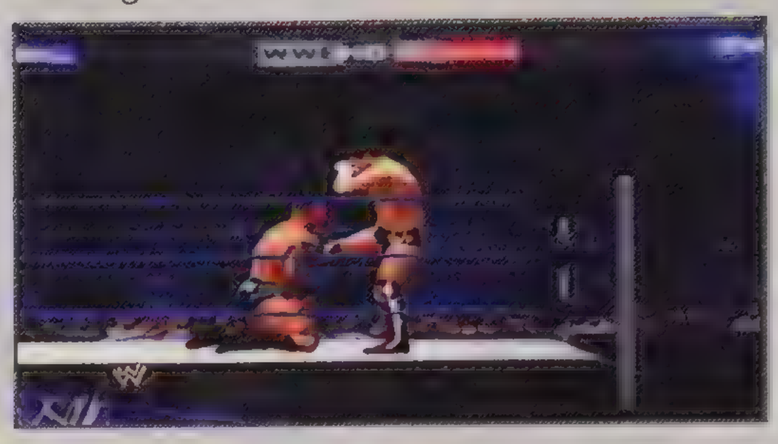
Comeback	Springboard Dives
Outside Dives	Hammer Throw
Leverage Pin	Ring Escape

TAUNT TIMES

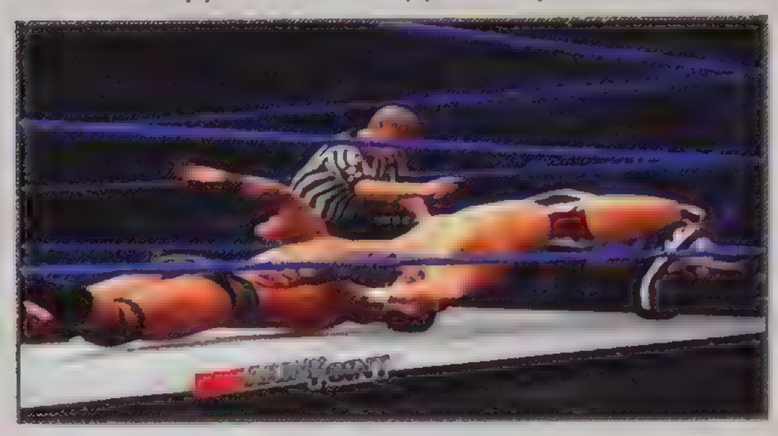
D-PAD DIRECTION	TIME
Up	3.0s
Right	4.0s
Down	5.7s
Left	2.8s

SIGNATURE MOVES

RAPID KICKS TO CHEST 1
Standing front

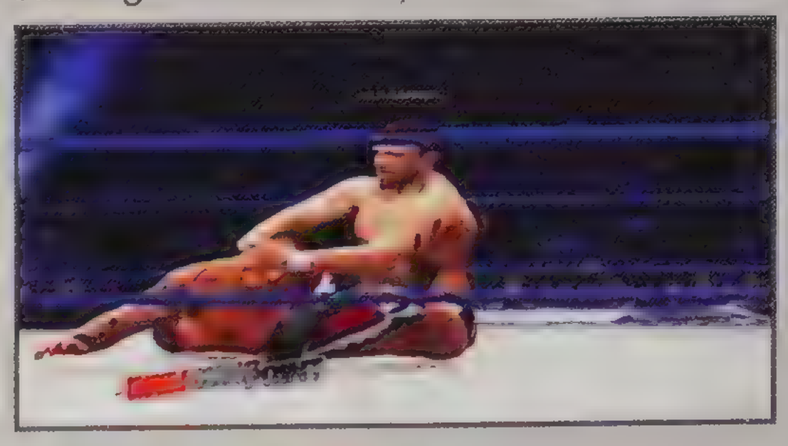


CATTLE MUTILATION
Grounded opponent near upper body



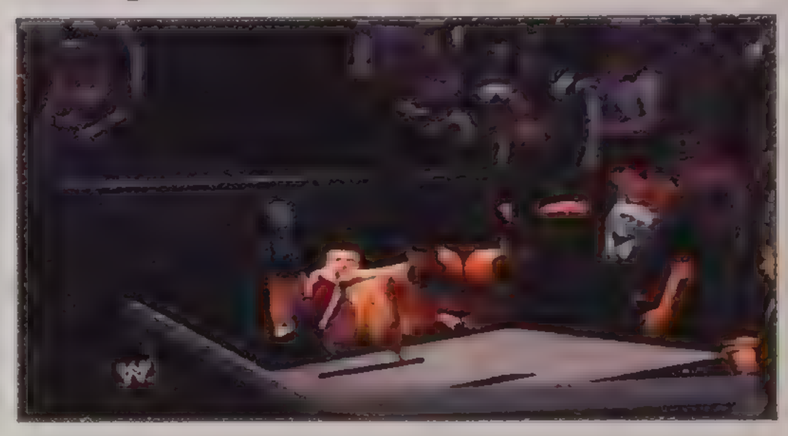
FINISHERS

YES LOCK
Standing front or Irish Whip rebound



FRONT NECKLOCK
Standing front

DDT 1 (ALTERNATE)
Standing front



WWE BIO

Daniel Bryan is no up-and-comer. Trained by WWE Hall of Famer Shawn Michaels, Bryan competed on the indie wrestling circuit for more than 10 years. Honing his craft on multiple continents, Bryan became well known for his hybrid of Japanese and American offensive styles that made good use of vicious elbow strikes, precise kicks, spine-jarring suplexes and various torturous submission maneuvers like the "No!" Lock, formerly named after martial art specialist Gene LeBell. First coming to WWE as part of the inaugural season of WWE NXT, Daniel Bryan soon made it clear that he was destined for great things. After shaking the drama of The Nexus—which formed out of WWE NXT season one contestants—Bryan refocused his efforts on a solo career, exciting the WWE Universe with his unique in-ring style and bone-snapping artillery. Eventually, the determined Superstar's efforts came full circle, when he enjoyed his first (vegan) taste of gold in WWE from then-United States Champion The Miz, his former WWE Pro. In the summer of 2011, Bryan proved he had more tricks up his sleeve when he won the Money in the Bank Ladder Match, which propelled the skilled grappler to his greatest achievement: the World Heavyweight Championship. After Bryan cashed in at WWE TLC 2011, the weightier prize around his waist wasn't the only difference in the typically humble competitor. The "American Dragon's" vast accomplishment seemed to change him and even though Bryan's in-ring performance only got better while holding the World Championship, his attitude distanced him from the WWE Universe that once pulled for the indie underdog in his toughest bouts within the sports-entertainment juggernaut, WWE. After losing the World Heavyweight Championship at *WrestleMania XXVIII* in record-breaking time, the former champ broke up with longtime girlfriend AJ Lee. The spunky Diva remained in the former champion's life and a love triangle emerged between the two and WWE Champion CM Punk. Bryan came up just short in several opportunities for Punk's championship, but prepared to wed AJ at *Raw* 1,000. The ceremony went awry with AJ leaving Bryan at the altar, instead electing to becoming the *Raw* General Manager. A frustrated Bryan launched into a tirade that resulted in being called an Oompa-Loompa by The Rock and being challenged by *Raw's* Social Media Ambassador Charlie Sheen. AJ began her tenure as *Raw* General Manager by having Bryan taken away by men in white coats for a psychiatric evaluation. Although he was diagnosed with no official mental ailments, Bryan's behavior has become increasingly erratic. The struggles of the former NXT Rookie continued to affect his winning ways, but the self-affirming Superstar may have finally turned a corner at The 25th Anniversary of *SummerSlam*. He bested another competitor with anger management issues, Kane, and the two attended anger management classes prior to the August 27 edition of *Raw*. As Bryan's short fuse persists, attempts to calm him down have been met with belligerent cries of "No!" With or without the support of WWE fans, Daniel Bryan strives to force the arms of every opposing Superstar tap out so that only his may be raised with a triumphant and self-aggrandizing "YES!"

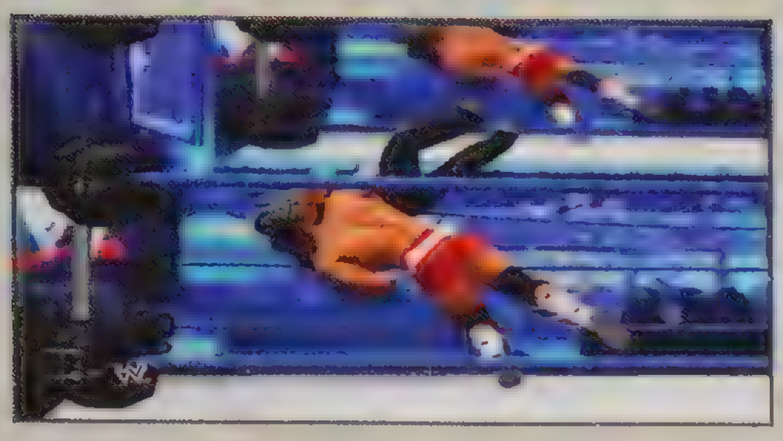
BREAKDOWN

Daniel Bryan is a 5-foot-10 powerhouse. In just a few years, he has already become one of the elite Superstars and his in-game persona got a huge bump to a 91 Overall rating this year. He's over an 80 in every category except for Tag Team and he's got the Comeback ability if you do get into trouble. His Finisher submissions are awesome and attack the head, which should be easy to get into the critical with running grapples Float Over Neckbreakers and One-Handed Bulldogs. Use the Rapid Kicks to Chest Signature Move to damage the head and follow with either submission Finisher. Keep the pressure on! If you can't finish the submission mini-game, use LB or L1 to cancel the attempt before they reverse it.

DAVID OTUNGA

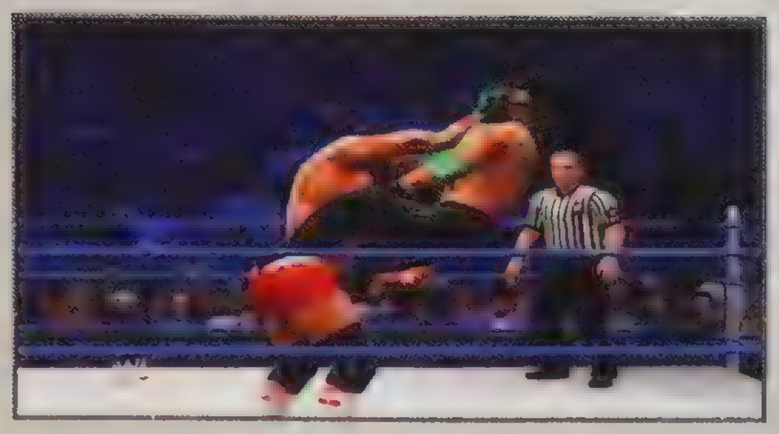
SIGNATURE MOVES

BELLY TO BELLY 5
Standing front



FINISHERS

THE VERDICT
Standing front

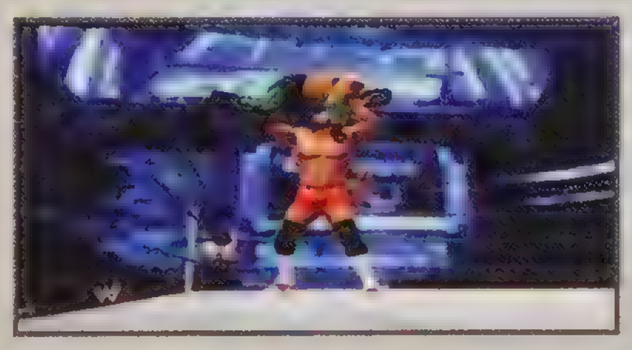


WWE BIO

After winning notoriety in the world of reality TV (on VH1's "I Love New York 2") and in American tabloids (as the fiancé of Grammy and Academy Award-winning actress, Jennifer Hudson), David Otunga began making headlines of his own on WWE NXT's inaugural season. As anyone confronted with Otunga's impressive physique can testify, the competitor has more than his fair share of brawn and good looks. But he backs up these natural gifts with intelligence, all powered by a blue chip Harvard Law School education. Although he failed to win WWE NXT, Otunga made a powerful opening statement on *Raw*, where he joined winner Wade Barrett and his fellow season one Rookies to form The Nexus. This destructive faction, incensed by their perceived poor treatment on NXT, dismantled Superstars indiscriminately, demanding that management grant them bona fide contracts. Thanks to the Anonymous *Raw* General Manager, Otunga finally signed with WWE in 2010. He's made the most of his opportunity since, notching the WWE Tag Team Championship twice, with Michael McGillicutty as well as one-time Nexus member John Cena. In late 2011, Otunga flew solo for the first time in his career, providing pro bono legal counsel to John Laurinaitis—in between contesting matches with the likes of Randy Orton and Sheamus. The jury is still out on the bowtied, litigious Otunga, who comes across like a super-sized Carlton Banks these days. But he knows as well as anyone, in the WWE court of law, the burden of proof is on him to make his case as a legitimate championship contender.

BREAKDOWN

David Otunga is a big, strong guy with beach muscles, but he weighs in at just an 84 Overall. Use powerful grapples to attack the torso and take advantage of his highest rating in Grapple Power—an 85. Use the running grapple Running STO to catch opponents as they get up, and we were partial to the Military Drop Gutbuster (hold left or right and press grapple) from the Front Facelock chain grapple after we picked them up. Here's another strong guy move: the groggy grapple Military Press Slam (hold left and press grapple when they're groggy). Dig deep into Otunga's move-set to keep the action fresh. Set up your friend with Big Show and own them with Otunga for some bragging rights.



STATS

HEIGHT: 6'0"
WEIGHT: 229 pounds
FROM: Hollywood, CA
CAREER HIGHLIGHTS: WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 75
GRAPPLE POWER: 85	**RECOVERY:** 75
SUBMISSION: 75	**TOUGHNESS:** 75
STRIKE DEFENSE: 75	**DURABILITY:** 75
GRAPPLE DEFENSE: 75	**CHARISMA:** 75
SPEED: 80	**TAG TEAM:** 75
JUMP: 75	**OVERALL:** 84
AGILITY: 75	

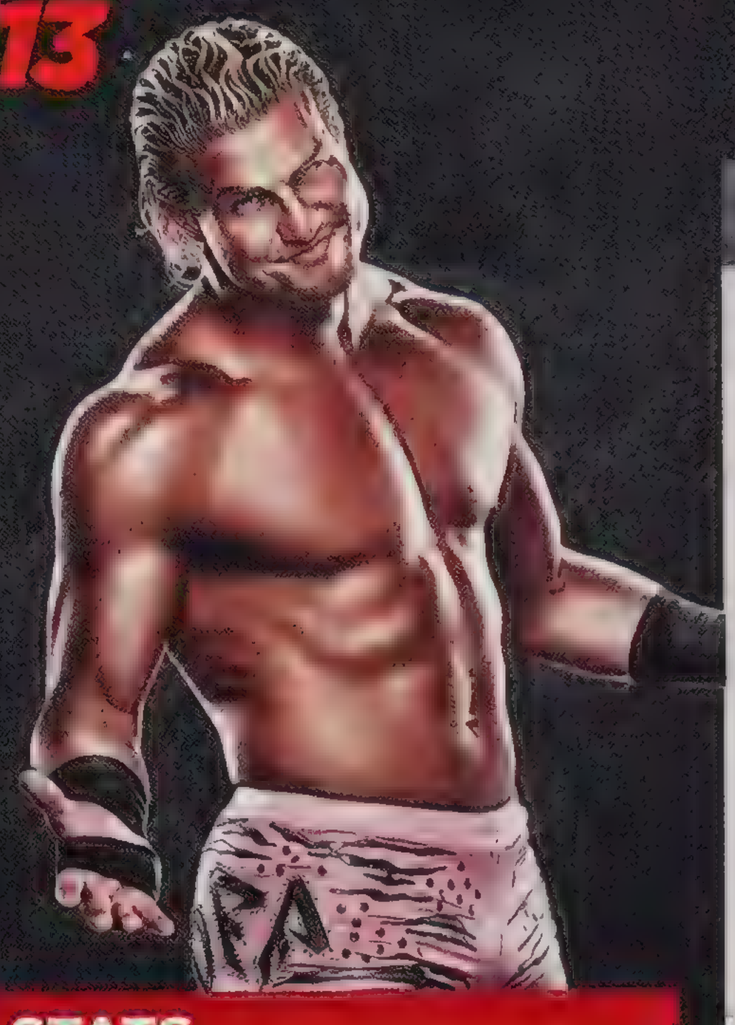
ABILITIES

Hammer Throw	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.0s
Right	6.4s
Down	5.0s
Left	6.4s

DOLPH ZIGGLER



STATS

HEIGHT: 6'0"

WEIGHT: 213 pounds

FROM: Hollywood, FL

CAREER HIGHLIGHTS: Intercontinental Champion; World Heavyweight Champion; United States Champion, Money in the Bank Ladder Match winner for a World Heavyweight Championship Contract (2012)

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 95
GRAPPLE POWER: 80	**RECOVERY:** 85
SUBMISSION: 85	**TOUGHNESS:** 70
STRIKE DEFENSE: 80	**DURABILITY:** 80
GRAPPLE DEFENSE: 85	**CHARISMA:** 85
SPEED: 85	**TAG TEAM:** 85
JUMP: 75	**OVERALL:** 89
AGILITY: 85	

ABILITIES

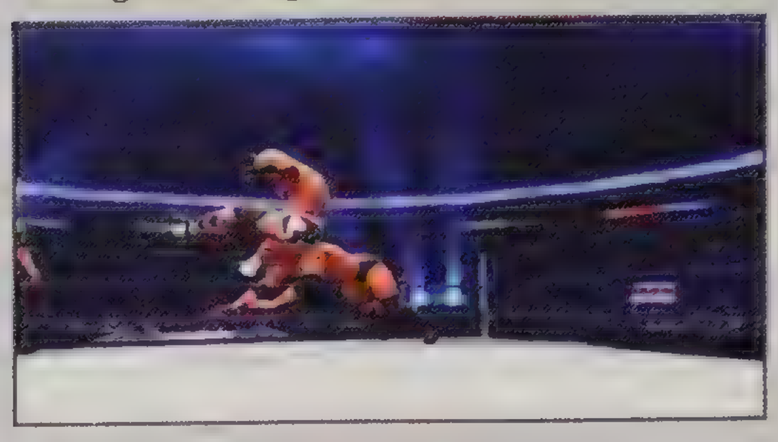
Dirty Pin	Leverage Pin
Hammer Throw	Ring Escape
Outside Dives	

TAUNT TIMES

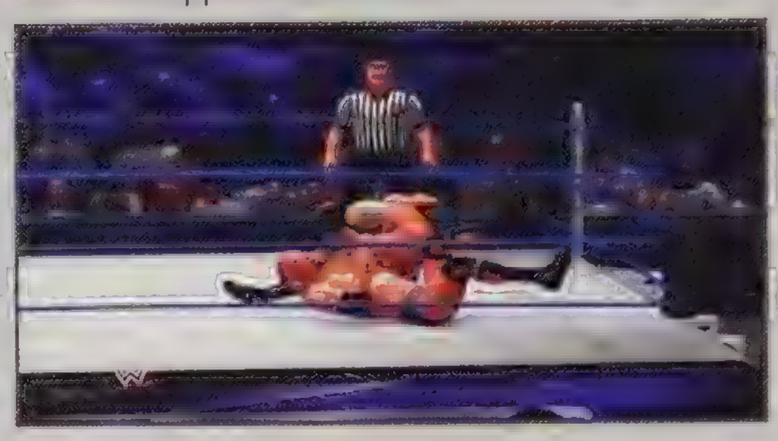
D-PAD DIRECTION	TIME
Up	10.9s
Right	2.9s
Down	10.9s
Left	2.9s

SIGNATURE MOVES

LEG DROP BULLDOG 1
Running or standing front



ELBOW AND KIP UP
Grounded opponent near side



FINISHERS

ZIG ZAG
Standing behind

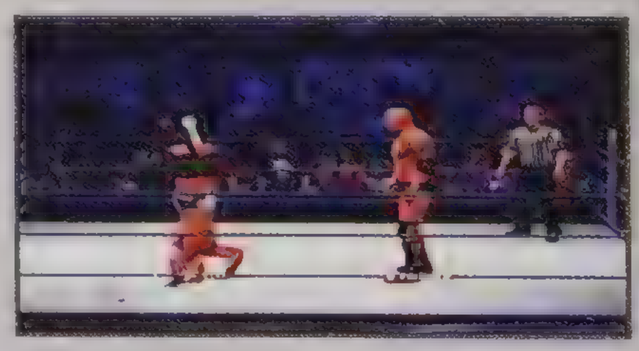
SLEEPER HOLD 2
Standing front or Irish Whip rebound

SIT-OUT FACEBUSTER
Standing front or Irish Whip rebound

WWE BIO

Dolph Ziggler is the kind of guy that makes other guys clutch their girlfriends a little closer. Not that that would help—the guy is slimier than his slicked-back blond hair. An accomplished amateur wrestler, Ziggler set school records for wins at St. Edward's High School in Ohio, and again at Kent State University before parlaying his skills into a WWE contract. In 2008, this braggart first introduced himself to the WWE Universe by gladhanding every Superstar on *Raw*. Successfully introduced to just about everyone on the roster, Ziggler really made a name for himself following the 2009 Draft and moving to *SmackDown*, where he perfected his unctuous image and proved his mettle in high-profile contests against the likes of Rey Mysterio and John Morrison. In 2010, he defeated Kofi Kingston for his first big win, the Intercontinental Championship with shrill girlfriend turned "business associate" Vickie Guerrero attached to his side. In 2011, Ziggler broke into WWE's upper echelon during a string of contests against Edge, in a rivalry that netted Ziggler a controversial, and short-lived, World Heavyweight Championship. It lasted less than 12 minutes. From there, he returned to *Raw* in the 2011 Draft, ultimately capturing the U.S. Championship from longtime rival Kofi Kingston at WWE Capitol Punishment, then successfully defended his prize for six long months. His edge-of-your-seat matches with the squared circle's elite—such as Randy Orton, Daniel Bryan and CM Punk—lend credence to this blond showoff who the WWE Universe loves to see in action, even if they end up cheering against him. The summer of 2012 brought with it one of Ziggler's most impressive accomplishments. In a wild Money in the Bank Ladder Match for a World Heavyweight Championship Contract, The Showoff managed to beat out seven other Superstars in the climb to the coveted briefcase. That same night, Ziggler attempted to cash in the contract against World Heavyweight Champion Sheamus, but Alberto Del Rio's attempt to stop The Showoff allowed The Celtic Warrior to recover and Brogue Kick Ziggler before the referee could ring the bell. With the Money in Bank contract in tow, Ziggler is chasing the World Heavyweight Championship, all the while heartily drinking his own Kool-Aid. There's no limit to his arrogance, no filter to his condescension and no ceiling to his talent. He's good, he knows it and, unfortunately, he wants you to know it, too.

BREAKDOWN

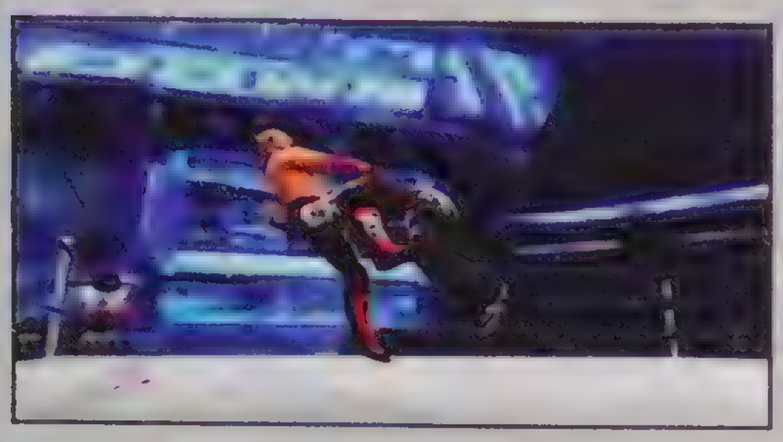


Dolph Ziggler might be known as a slimy guy you love to hate, but he surely has the tools in the ring to frustrate your opponent. His Signature Moves and Finishers come from all angles, and with him at your control you can go for the strong pin or the submission equally. Our favorite progression was to damage the head to the critical state with strikes, grapples, and running grapples (even a slam or two into the post outside the ring), and then move to the Leg Drop Bulldog Signature Move. From here, use his Wake-Up Taunt to bring your opponent to his feet and calmly apply the Sleeper Hold Finisher for the win. If your opponent has magic thumbs and manages to fight his way out every time, finish him off with a Zig Zag and get the pinfall victory. If you are dominating your opponent, Taunt up or down; Dolph will perform a headstand but it takes forever so be careful!

EDGE

SIGNATURE MOVES

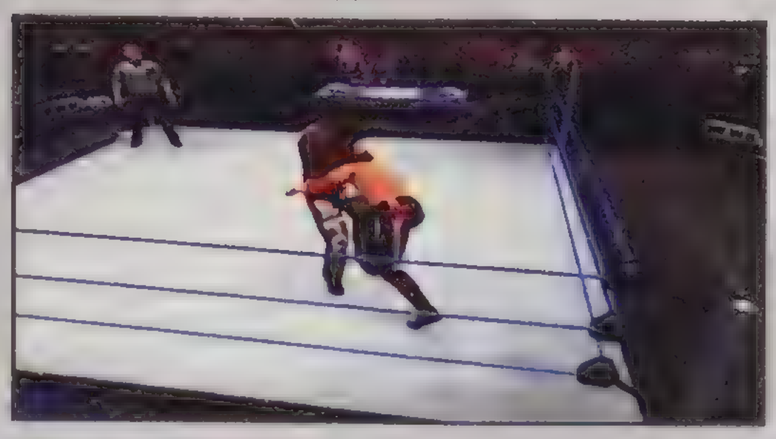
EDGECUTION 1
Standing front



EDGE-O-MATIC
Running or Irish Whip rebound (pin combo)

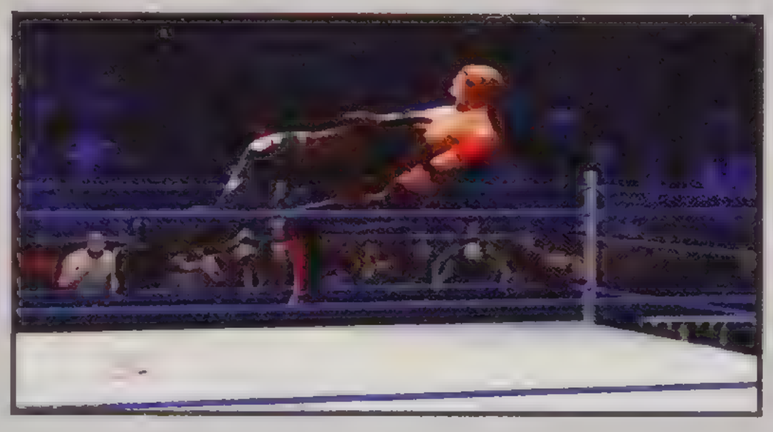
FINISHERS

SPEAR 5
Corner vs. grounded opponent



DIVING SPEAR
Dive vs. standing opponent

EDGECUTION 1
Standing front



WWE BIO

In another life, Edge could have been a rock star. From his voluminous hair to his long leather jackets and double-horns signature pose, every detail of his WWE image screamed it. Before he stepped in the ring, as the pyro blasted into the air behind him on the entranceway, he injected arenas with the energy of a packed concert—without the dangers of crowd-surfing and mosh pits. There was even a legion of groupies—Edgeheads—who tracked his every move. It's no surprise, then, that Edge is a guitar collector and grew up listening to KISS, a band famous for their flamboyant outfits and outrageous stage antics. What is a surprise is how a shy high schooler from the little town of Orangeville, Ontario, evolved into The Rated-R Superstar. Even though he was voted "Most Likely to Be WWE Champion" by his classmates, Edge's path to the grand stage was anything but predetermined. The only spotlights beaming down were at the local factories where he worked odd jobs to help his single-parent mother pay the bills. Still, Edge dreamed big while idolizing larger-than-life entertainers like Hulk Hogan and Randy Savage. At age 18, Edge got the lucky break he needed in the form of an essay contest offered by a gym in Toronto. The prize? Free wrestling training—a prime opportunity for The Ultimate Opportunist. Edge had some fine company as he worked his way up the independent scene in the '90s: his childhood friend and partner for countless five-second poses, Christian. When Edge was signed to a WWE contract in 1997, it was only a matter of time before Christian would climb up the ladder too, following his best bud into uncharted territory. "E&C" made sweet music as a tag team, using a lot more than just Con-Chair-Tos to claim seven championships together. A Triple Threat Ladder Match victory at *WrestleMania 2000* over The Hardy Boyz and The Dudley Boyz laid the foundation for a series of landmark Tables, Ladders & Chairs (TLC) contests, and some of the greatest tag team action of all time. Of course, tag teaming wasn't Edge's only specialty, as he masterfully crafted a singles career and captured a whopping 31 total championships—many of them the WWE Universe didn't even see coming. Beyond his ability to capitalize on opportunities, Edge became known as The Master Manipulator because he wasn't afraid to cross the line in order to rattle the competition. After he made history in 2006 as the first man to ever cash in the Money in the Bank briefcase, he rubbed his WWE Championship triumph in the face of all challengers with an R-rated celebration on *Raw*; more explicitly, a frolicking good time with Lita on a bed placed right in the middle of the squared circle. Mind games were taken to a whole new level by the self-proclaimed "most -watched champion." Ultimately, a debilitating injury speared Edge from active competition, but you can be sure he'll find other ways to make his presence felt. If we've learned one major lesson from Edge's career, it's to always expect the unexpected. Just make sure you have the benefit of flash photography.

BREAKDOWN

Edge is awesome. And, this is the better version of Edge at a 91 overall without the Tag Team bump. He's got five abilities and holds 85 or better in most attribute areas. But Edge's move-set is where the real fun comes in. Finishing moves off the top rope are awesome, but nothing—not a thing—is better than slamming your opponent to the mat and then climbing to the top rope for the Wake Up Taunt. If you have the patience, store a couple of Finishers, slam your opponent down to the mat, and climb to the top rope. Use the Wake Up Taunt to get him up and groggy then execute a Diving Spear Finisher. As he lays there helpless, use your Move Thief ability (RB or R1 and up on D-pad), then pick him up and use his own Finisher against him for the win! Hitting Santino Marella with his own silly Santino Cobra was a great way to wrap up a match.

STATS

HEIGHT: 6'5"

WEIGHT: 241 pounds

FROM: Toronto, Ontario, Canada

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; World Tag Team Champion; WWE Tag Team Champion; Unified Tag Team Champion; Intercontinental Champion; WCW U.S. Champion; 2001 *King of the Ring*; won first-ever Money in the Bank Ladder Match

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 85
GRAPPLE POWER: 85	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 85
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 85	**CHARISMA:** 90
SPEED: 80	**TAG TEAM:** 85
JUMP: 75	**OVERALL:** 91
AGILITY: 80	

ABILITIES

Resiliency	Move Thief
Comeback	Springboard Dives
Hammer Throw	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.9s
Right	1.5s
Down	3.9s
Left	2.9s

EPICO

STATS

HEIGHT: 6'2"
WEIGHT: 217 pounds
FROM: San Juan, Puerto Rico
CAREER HIGHLIGHTS: WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 70	**ADRENALINE:** 75
GRAPPLE POWER: 70	**RECOVERY:** 80
SUBMISSION: 65	**TOUGHNESS:** 70
STRIKE DEFENSE: 70	**DURABILITY:** 70
GRAPPLE DEFENSE: 70	**CHARISMA:** 75
SPEED: 85	**TAG TEAM:** 95
JUMP: 90	**OVERALL:** 81
AGILITY: 90	

ABILITIES

- Dirty Pin
- Leverage Pin
- Outside Dives
- Ring Escape
- Springboard Dives

TAUNT TIMES

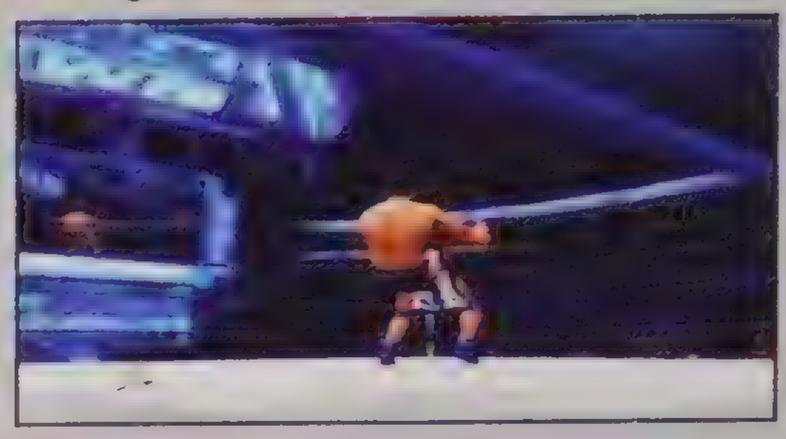
D-PAD DIRECTION	TIME
Up	2.9s
Right	3.6s
Down	3.3s
Left	3.6s

SIGNATURE MOVES

TRIPLE GERMAN SUPLEX 2
Standing behind

FINISHERS

BACK STABBER 2
Standing behind



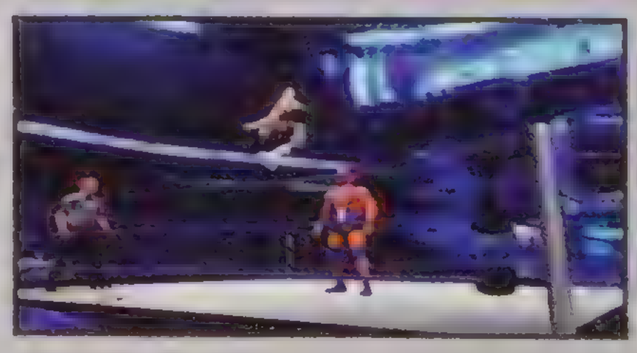
INVERTED FRANKENSTEINER (ALTERNATE)
Standing behind

WWE BIO

If you're wondering why the wait is so long at the chiropractor's office, blame Epico. There's a good chance his recent opponents needed their spines adjusted after getting laid out with a Backstabber. Epico's finisher, a double knee backbreaker, has become one of the more devastating maneuvers and a true difference-maker as he makes a name for himself in WWE. Primo is lucky to partner with such a heartless cousin. The two Superstar relatives, hailing from San Juan, Puerto Rico, have quickly made an impact in the tag team division. And they have reason to be so cocky in the ring, too. Following in the footsteps of legendary performer Carlos Colon—Epico's uncle and Primo's father—the exciting duo racked up multiple wins over both Air Boom and The Usos on their way to winning the WWE Tag Team Championships in January of 2012. With hip-shaking Diva Rosa Mendes dutifully distracting their opponents, the cousins are ready and willing to do whatever it takes to stay on top. And to any duos looking to take them on, remember this advice—watch your backs...literally.

BREAKDOWN

Epico is one of the lowest-rated Overall Superstars in the game with just an 81. He has gained notoriety partnering for tag team matches with his cousin Primo, so if he didn't have the 95 in Tag Team he'd be rated even lower. Just like his cousin, take advantage of his five abilities and keep the attacks coming from all angles. Work the submarine approach: Dive, dive, dive! In tag team matches with Primo, whip your opponent into your team's corner with a Finisher stored and execute a Double Back Stabber.

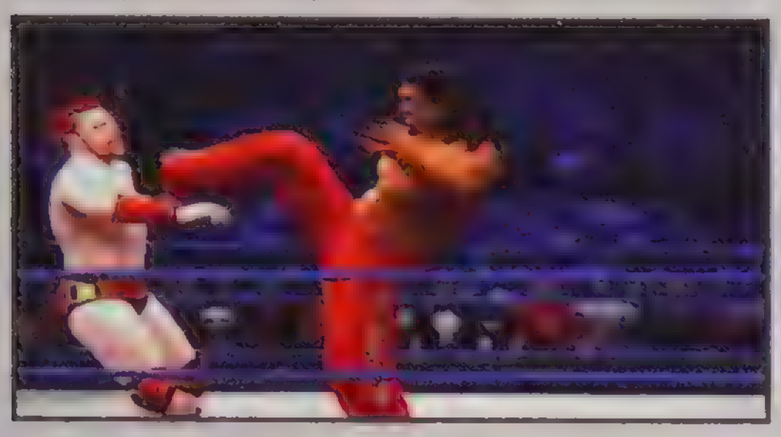


THE GREAT KHALI

SIGNATURE MOVES

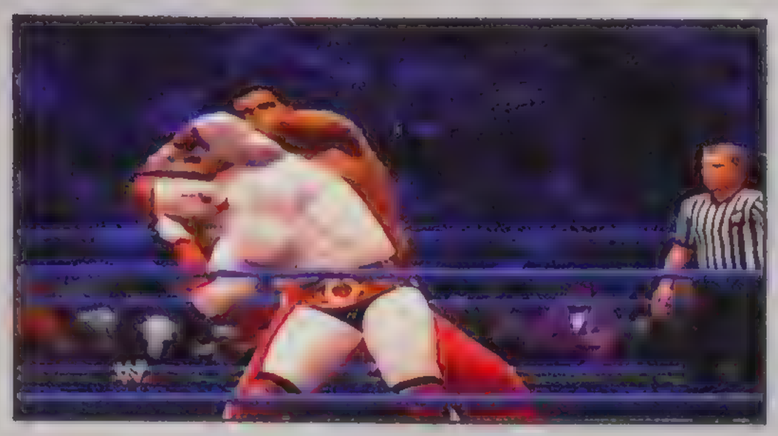
BRAIN CHOP 1
Standing front

BIG BOOT 3
Running or Irish Whip rebound

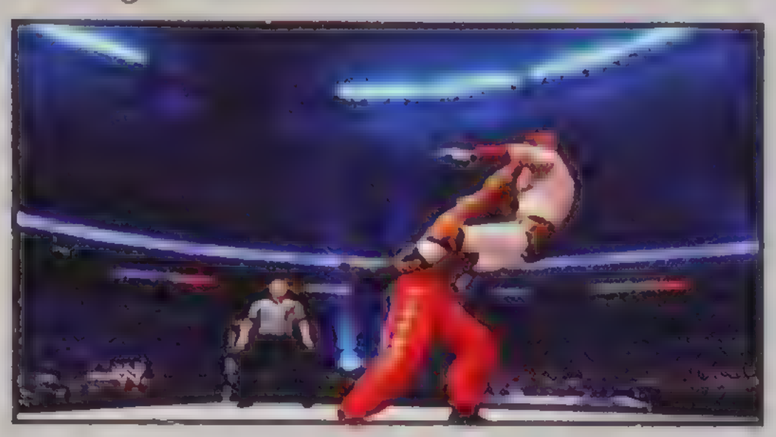


FINISHERS

VISE GRIP
Standing behind



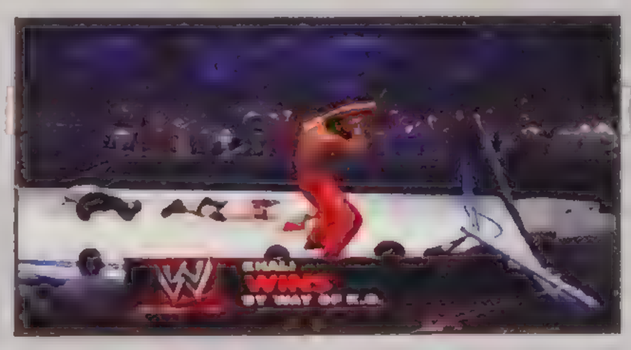
KHALI BOMB
Standing front



BIO

Everyone looks up to The Great Khali—whether you want to or not. That's because the 7-foot-3, 420-pound skyscraper of a WWE Superstar can't help but tower over all of the WWE Universe. Khali stands out from every crowd not only for his overwhelming size, but also for being the first to blaze a trail to WWE from his native India. His formative years may incline The Punjabi Giant toward some good-humored fun like dancing up a storm or courting a lucky lady for the "Kiss Cam," but Khali frequently calls upon his Rajput heritage to become a proud warrior in the ring. Khali's battle-ready mentality and intimidating presence combine to make him a unique threat to every member of the WWE roster. He has successfully stood tall against celebrated WWE Superstars including Undertaker, Kane, Big Show, John Cena, and Jinder Mahal. And he was the last man standing in a 20-Man Battle Royal on *SmackDown* in 2007 that allowed Khali to realize his dream of becoming World Heavyweight Champion. Success in the WWE ring has lead to notoriety away from it for Khali, whose sizable achievements have made him a national hero in India. He frequently appears on screens of all sizes from Bollywood to Hollywood, which includes prominent acting roles in the feature films "The Longest Yard" (2005), "Get Smart" (2008), and "MacGruber" (2010), in addition to guest star appearances on the NBC series "Outsourced" and the Disney Channel series, "Pair of Kings." Acting roles may take up the majority of his time these days, but don't sell The Great Khali short. The Punjabi Giant will always loom large over the WWE Universe regardless of what anyone thinks of him.

BREAKDOWN



Playing as the Great Khali is a fun ride. He's the slowest guy in the game and isn't going to scramble up too many turnbuckles, but he is strong and tough. Work to a Finisher and go for the Khali Bomb, preferably through the announcer's table. For a special treat, whip your opponent into a corner and activate the OMG moment. He'll launch into a Superplex that breaks the ring for a win by KO.

STATS

HEIGHT: 7'1"
WEIGHT: 347 pounds
FROM: India
CAREER HIGHLIGHTS: World Heavyweight Champion

ATTRIBUTES

STRIKE POWER: 100	**ADRENALINE:** 60
GRAPPLE POWER: 100	**RECOVERY:** 75
SUBMISSION: 70	**TOUGHNESS:** 100
STRIKE DEFENSE: 75	**DURABILITY:** 90
GRAPPLE DEFENSE: 70	**CHARISMA:** 65
SPEED: 45	**TAG TEAM:** 80
JUMP: 40	**OVERALL:** 84
AGILITY: 40	

ABILITIES

Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.9s
Right	3.5s
Down	2.3s
Left	3.5s

HEATH SLATER

STATS

HEIGHT: 6'2"

WEIGHT: 216 pounds

FROM: Pineville, WV

CAREER HIGHLIGHTS: WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 85
GRAPPLE POWER: 70	**RECOVERY:** 75
SUBMISSION: 75	**TOUGHNESS:** 65
STRIKE DEFENSE: 80	**DURABILITY:** 70
GRAPPLE DEFENSE: 80	**CHARISMA:** 75
SPEED: 80	**TAG TEAM:** 85
JUMP: 80	**OVERALL:** 82
AGILITY: 80	

ABILITIES

- Leverage Pin
- Ring Escape
- Outside Dives
- Springboard Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.9s
Right	3.6s
Down	3.8s
Left	2.1s

SIGNATURE MOVES

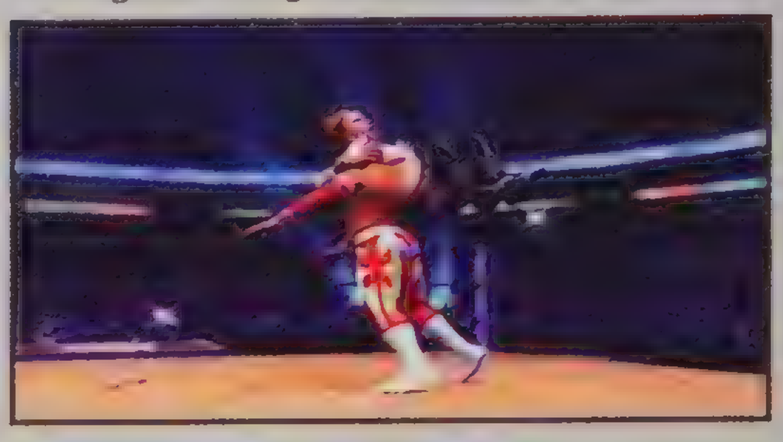
FLAPJACK 2
Standing front or Irish Whip rebound

NECKBREAKER 10
Running

FINISHERS

SWEETNESS
Standing behind

JUMPING COMPLETE SHOT
Running or standing front



WWE BIO

Fueled by a mouth that never stops running and arrogance as scorching as the shock of red hair on his head, Heath Slater certainly lives up to his self-imposed moniker, The "One-Man Band." Hailing from West Virginia, Slater first exploded onto the WWE scene as a rookie on WWE NXT's inaugural season. Right out of the gate, Slater made an impact, defeating Carlito and becoming the first-ever NXT Rookie to defeat a WWE Pro in a singles match. From there, he teamed up with The Nexus, joining Wade Barrett in his hostile takeover of WWE. After CM Punk staged a coup and emerged as the new leader of The Nexus, Slater walked away from the group and helped form the splinter faction, The Corre. As the black and yellow armbanded group had on *Raw*, The Corre set about on a mission of domination on *SmackDown*, targeting Superstars like Edge, Big Show and Kane. Slater was a key member of the collective and managed to win the WWE Tag Team Championship with Justin Gabriel, defeating Vladimir Kozlov & Santino Marella at WWE Elimination Chamber 2011. The Corre even landed a match at *WrestleMania XXVII*, taking on Big Show, Kane, Santino and Kofi Kingston. They came up short in that bout, setting off a chain of events that led to the group's ultimate dissolution. Since the crumbling of The Corre, Slater rocked forth, trying to make an impact as a singles star. The only thing standing in his way? A long line of WWE Legends, including Vader, Diamond Dallas Page and Bob Backlund, who have put a damper on Heath's good time.

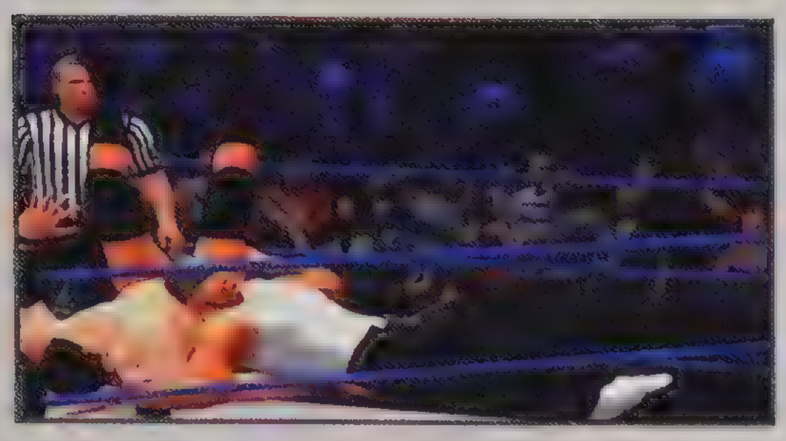
BREAKDOWN

Heath Slater may rank in at just 82 Overall, but he's a bit more well-rounded than some of the other lower-rated Superstars. He's got four abilities and is a good defender. His move-set is pretty straight forward, so play his strengths against your opponent's weaknesses. Against big, lumbering Super Heavyweights, use his Speed (80), against the speedy opponents, slow them down with strikes. He's not going to dominate too many folks up with his grappling game, but mix in some slams with running grapples to keep control and damage the head. The key with Slater is to get your opponent groggy so you keep the advantage.

HUNICO

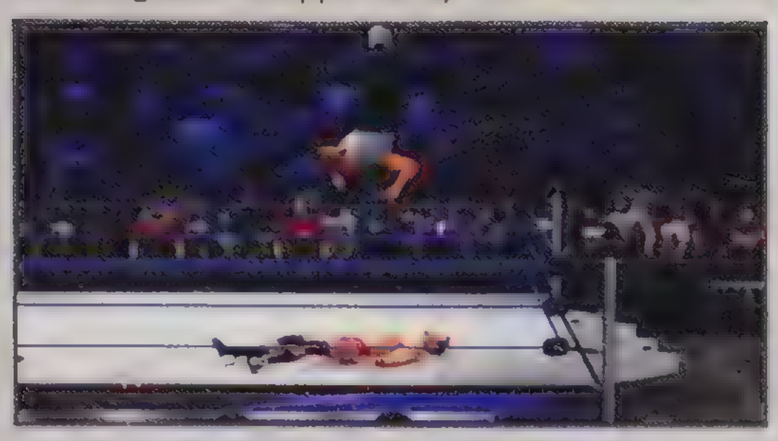
SIGNATURE MOVES

SAMOAN DROP 5
Standing front

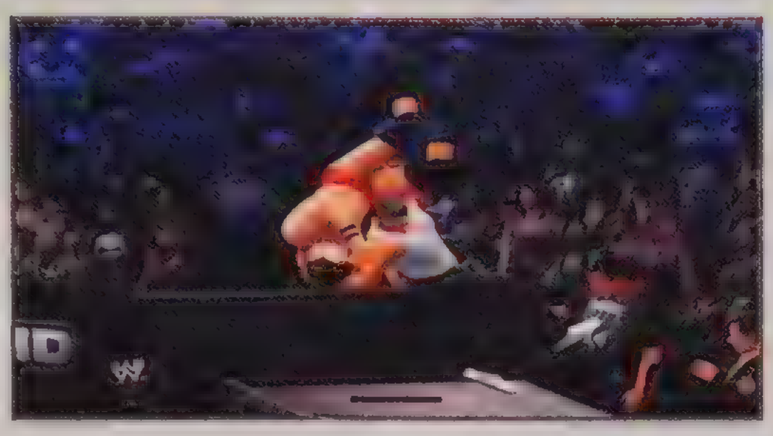


FINISHERS

SWANTON BOMB
Dive vs. grounded opponent (pin combo)



SAMOAN DROP 5 (ALTERNATE)
Standing front

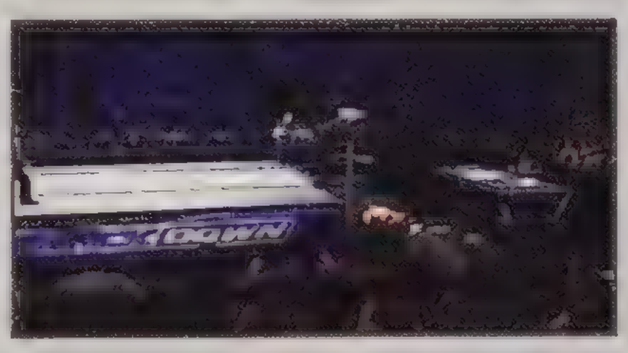


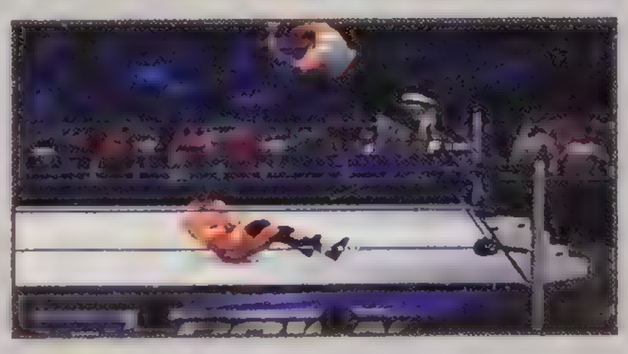
WWE BIO

The WWE Universe just wasn't big enough for two Sin Caras. On *SmackDown*, in a Mask vs. Mask Match in Mexico City, Sin Cara "Negro" submitted to Sin Cara "Azul." Refusing to reveal his face following his defeat, the dark Sin Cara doppelganger had his mask forcibly removed by his cobalt counterpart, introducing the world to Hunico. Now with his face uncovered for all to see, this high-flying Superstar looks to leave his mark on the WWE landscape. Powered by his proud Mexican heritage and an extensive background in the art of lucha libre, Hunico appears poised for big things in the ring. Whether he is soaring off the top turnbuckle or arm dragging his adversary to the ground, he has a full arsenal of electrifying maneuvers. Acrobatic, athletic and lethal, Hunico is eager to prove to the world that mask or no mask he is a dangerous opponent for anyone in WWE.

BREAKDOWN

Hunico will be another new challenge to play one-on-one. He's a high-flyer and gets to the top rope quickly, but without the high-rated skills that the other luchadors have. Avoid too many chain grappling situations and stick to running grapples and dives. Use his Springboard Dives and Outside Dives abilities to attack from all angles and Ring Escape if you get into trouble.





STATS

HEIGHT: 5'10"
WEIGHT: 205 pounds
FROM: Juarez, Mexico

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 75
GRAPPLE POWER: 70	**RECOVERY:** 80
SUBMISSION: 65	**TOUGHNESS:** 70
STRIKE DEFENSE: 70	**DURABILITY:** 70
GRAPPLE DEFENSE: 70	**CHARISMA:** 70
SPEED: 85	**TAG TEAM:** 75
JUMP: 100	**OVERALL:** 81
AGILITY: 95	

ABILITIES

Dirty Pin	Leverage Pin
Outside Dives	Ring Escape
Springboard Dives	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.1s
Right	1.6s
Down	3.2s
Left	1.6s

JACK SWAGGER

STATS

HEIGHT: 6'7"

WEIGHT: 260 pounds

FROM: Perry, OK

CAREER HIGHLIGHTS: World Heavyweight Champion; ECW Champion; United States Champion; Money in the Bank winner

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 85
GRAPPLE POWER: 85	**RECOVERY:** 75
SUBMISSION: 90	**TOUGHNESS:** 95
STRIKE DEFENSE: 70	**DURABILITY:** 80
GRAPPLE DEFENSE: 90	**CHARISMA:** 75
SPEED: 75	**TAG TEAM:** 80
JUMP: 70	**OVERALL:** 87
AGILITY: 70	

ABILITIES

Hammer Throw

Leverage Pin

Ring Escape

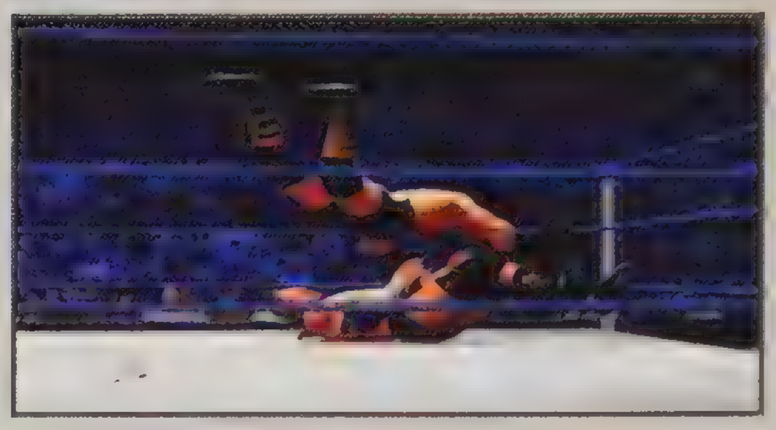
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.9s
Right	3.1s
Down	2.9s
Left	3.1s

SIGNATURE MOVES

R W AND B THUNDER BOMB
Standing behind

SLINGSHOT BODY SPLASH
Corner opponent front



FINISHERS

GUTWRENCH POWERBOMB
Standing front

ANKLE LOCK 3
Grounded opponent near lower body

WWE BIO

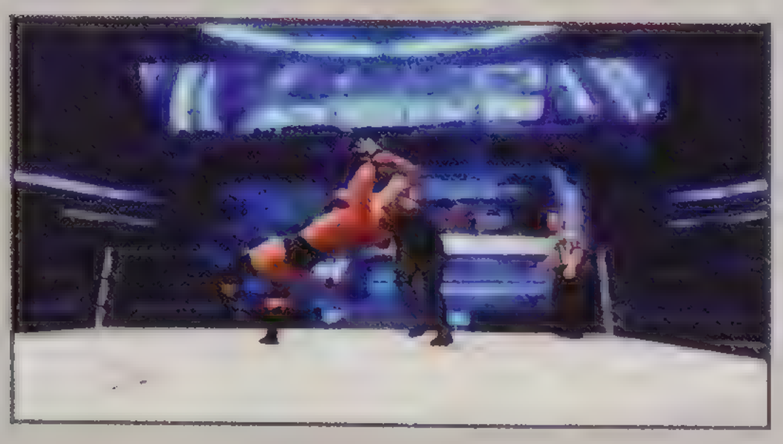
Arrogance, athleticism and American pride all collide to create the larger than life persona of Jack Swagger. At 6-foot-6, 263 pounds, "The All-American American" first came to WWE in 2008 as part of then-ECW General Manager Theodore Long's New Superstar Initiative and became one of most successful products of Long's program. Growing up, Swagger was enamored with sports-entertainment greats Danny Hodge and "Dr. Death" Steve Williams, both of whom would personally help the Superstar on his career path. First becoming involved in competition at age five and attending a high school that boasted several state wrestling championships, The All-American American quickly developed into an outstanding amateur grappler, becoming a two-time high school heavyweight state champion. In true American fashion, he earned a full scholarship to a Division I school in both wrestling and football. Swagger's tremendous amateur background carried him into the world of WWE, in a manner reminiscent of such legends as Bob Backlund and WWE Hall of Famers Jack and Gerald Brisco. His defined technique brought a completely different competitive style to ECW, and the WWE Universe took notice of his impressive combination of strength, ability and squared circle acumen, all complementing his physique and charisma. At *WrestleMania XXVI*, Swagger reached a new level of greatness when he overcame nine other Superstars to win the spectacular Money in the Bank briefcase on The Grandest Stage of Them All. Just five days later, The All-American American stunned the WWE Universe by cashing in his championship opportunity against Chris Jericho to become the new World Heavyweight Champion. Swagger has described himself as the best of the best, but his recent form since relinquishing the United States Championship in March 2012 has left the cocky competitor looking for a second wind. And with Vickie Guerrero no longer managing him and Dolph Ziggler no longer in his corner, The All-American American will need to prove himself once again—on his own. With this mat technician's incredible arsenal of maneuvers, including his signature ankle lock, who is going to doubt his ability to get back on top?

BREAKDOWN

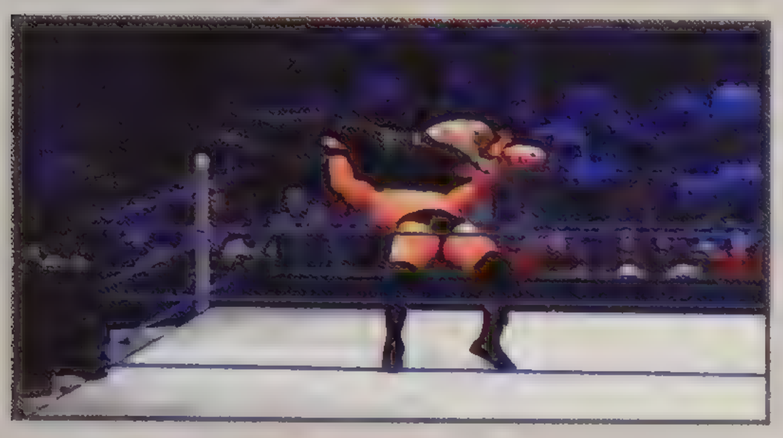
Jack Swagger is a good grappler and is tough to submit (95 Toughness). The D-I collegiate wrestler brings his experience to the ring and is comfortable pummeling for chain grapple position. His takedown with a Double Leg Trip Slap from the Side Headlock is a mat classic—follow that up with a WWE classic in the Vertical Suplex from the same position. The Sambo Hip toss from the Wrist Lock uses a whizzer (arm overhook) to throw the opponent and damage the torso. If you're looking to take advantage of his Ankle Lock Finisher, get into any chain grapple position, press R1 or RB to activate limb targeting and then grapple to attack the legs. Finish with the Ankle Lock for the tap out.

SIGNATURE MOVES

SWING NECKBREAKER 1
Standing front

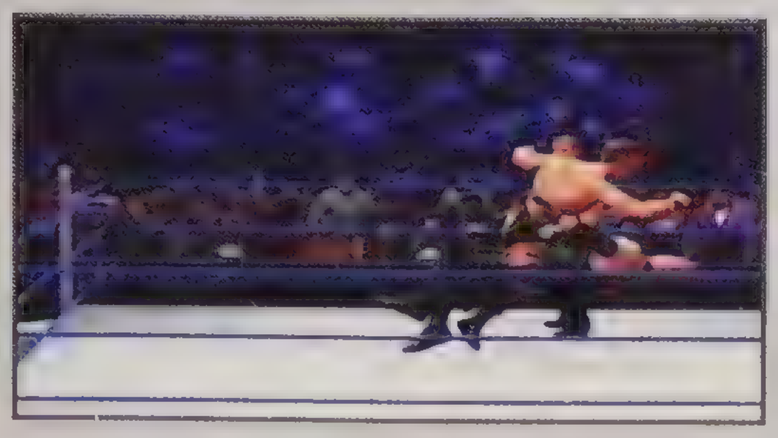


FALLAWAY SLAM 2
Standing front

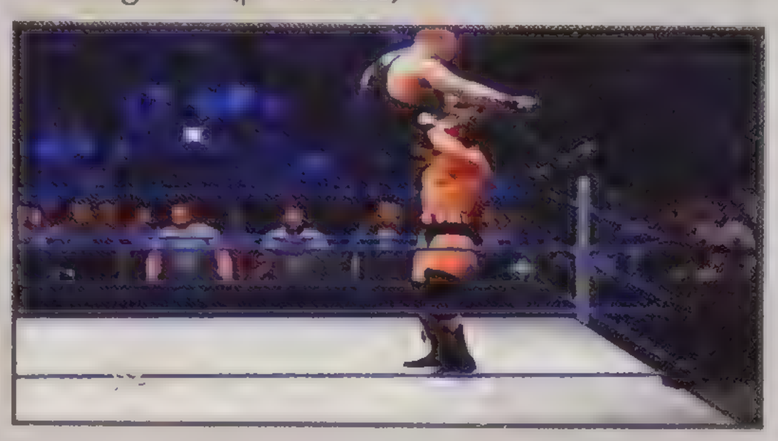


FINISHERS

CLOTHESLINE 5
Running or Irish Whip rebound



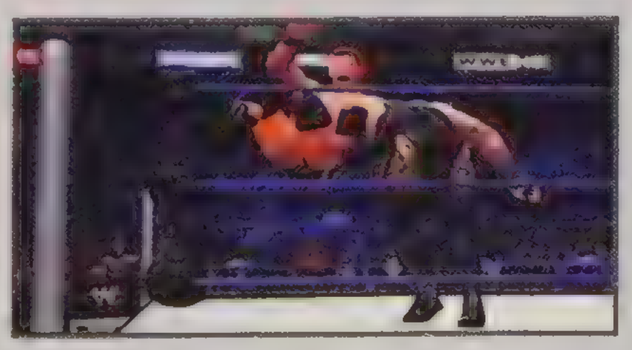
POWERBOMB 1
Standing front (pin combo)



WWE BIO

Never challenge John Bradshaw Layfield to a street fight—especially on Wall Street. The former WWE Champion may have been vicious in the ring, but the self-made millionaire is downright heartless when it comes to making a buck. Gifted with the business sense of a banking executive, the big man from Sweetwater, Texas could've easily made his fortune by sitting behind a desk, but there was nothing JBL loved more than a fight. A pro football player before stepping in the ring, Bradshaw first made an impression in WWE as a member of The New Blackjacks alongside Barry Windham in 1997. The WWE Universe took notice of the aggressive Texan, but it wasn't until JBL linked up with the imposing Ron Simmons that he made a lasting impact. Dubbed The Acolytes, the roughnecks went demonic as Undertaker's henchmen in late '98, but found their true calling as cigar smoking, beer swilling troublemakers who never entered a barroom they didn't destroy. Gruff and dangerous, the rechristened APA caused more property damage than a rampaging Japanese monster as they claimed three World Tag Team Championships together. WWE fans who grew accustomed to JBL's reputation as a bartender's worst nightmare were in for a shock in 2004 when the Texan reemerged as a self-styled millionaire who rolled to the ring in a limousine and wore suits that cost more than most people's cars. Claiming to be a "Wrestling God," JBL surrounded himself with a team of adversaries he called his Cabinet and defeated Eddie Guerrero for the WWE Championship. The tycoon's championship reign would last an unbelievable 280 days as he overcame the likes of Big Show, Undertaker and Booker T with the underhanded maneuvering of an Enron executive. Eventually, JBL's infuriating run as champion came to an end at the hands of a young John Cena, but the mogul continued to experience success whether it was as a commentator on *SmackDown* or a financial analyst on networks like CNN, MSNBC and Fox News. JBL retired in 2009 following a bitter rivalry with Shawn Michaels and a brief reign as the Intercontinental Champion. Loathed by WWE fans and opponents alike, the arrogant investor had the laugh last as he retired to a tropical island with millions of dollars in his bank account. Whoever said money can't buy happiness never saw the smile on this man's face.

BREAKDOWN



JBL is a pretty well-rounded 89 Overall although his move-set is pretty meat and potatoes. He's a strong grappler and a good defender, so take it to opponents in chain grapple sequences. He's not necessarily going to take to the air, but he does boast a 90 in Charisma. Also, he does have two great survival abilities in Resiliency and Ring Escape, so use those if you get into trouble.

STATS

HEIGHT: 6'6"
WEIGHT: 290 pounds
FROM: New York City, NY
CAREER HIGHLIGHTS: WWE Champion (longest-reigning WWE Champion in 10 years, held from June, 2004 to April, 2005); Intercontinental Champion; World Tag Team Champion; United States Champion; Hardcore Champion; European Champion

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 80
GRAPPLE POWER: 90	**RECOVERY:** 85
SUBMISSION: 80	**TOUGHNESS:** 75
STRIKE DEFENSE: 80	**DURABILITY:** 85
GRAPPLE DEFENSE: 80	**CHARISMA:** 90
SPEED: 75	**TAG TEAM:** 80
JUMP: 75	**OVERALL:** 89
AGILITY: 70	

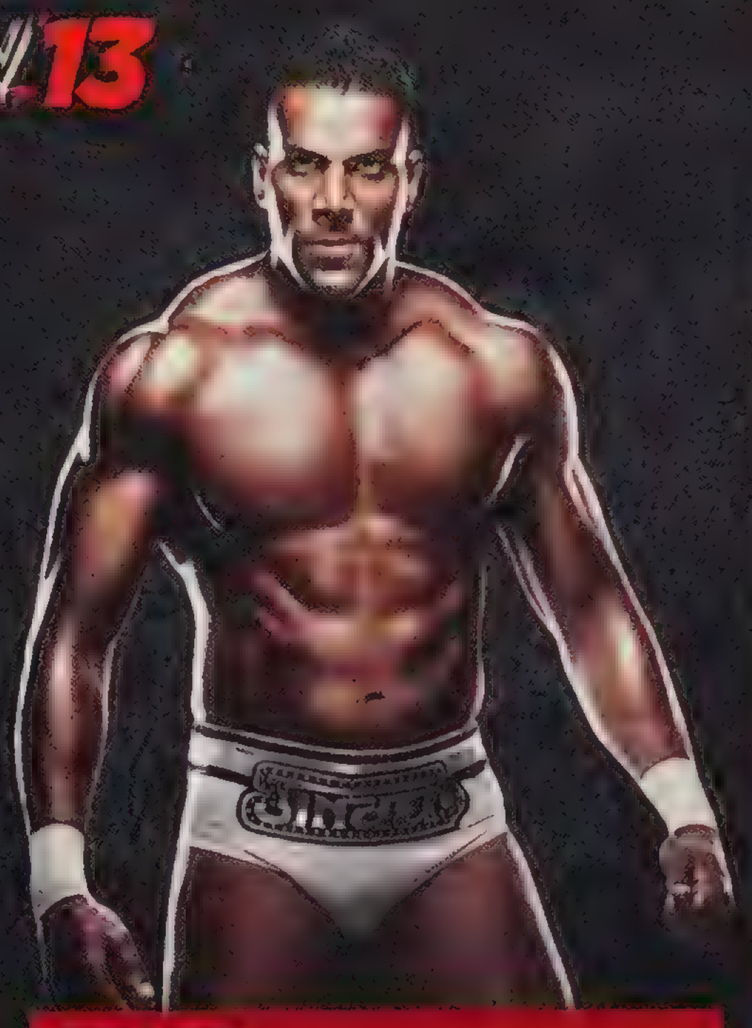
ABILITIES

Dirty Pin	Resiliency
Hammer Throw	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.4s
Right	5.7s
Down	2.4s
Left	5.7s

JINDER MAHAL



STATS

HEIGHT: 6'5"

WEIGHT: 222 pounds

FROM: Punjab, India

ATTRIBUTES

STRIKE POWER: 80	ADRENALINE: 70
GRAPPLE POWER: 75	RECOVERY: 70
SUBMISSION: 95	TOUGHNESS: 70
STRIKE DEFENSE: 75	DURABILITY: 75
GRAPPLE DEFENSE: 75	CHARISMA: 80
SPEED: 75	TAG TEAM: 70
JUMP: 70	OVERALL: 83
AGILITY: 70	

ABILITIES

Dirty Pin

Hammer Throw

Ring Escape

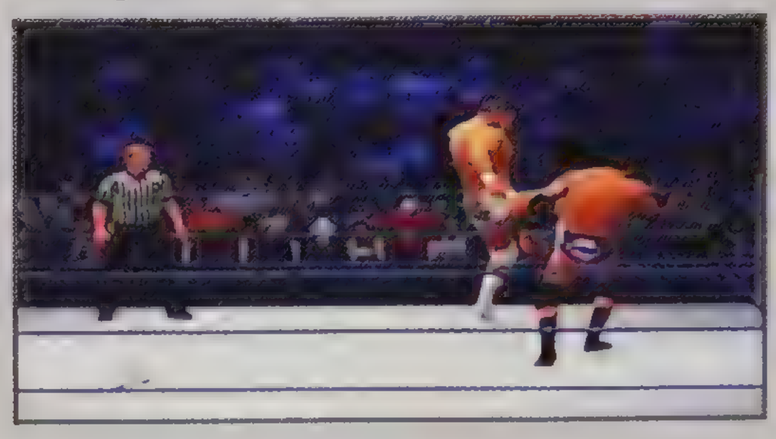
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.7s
Right	1.3s
Down	5.7s
Left	2.5s

SIGNATURE MOVES

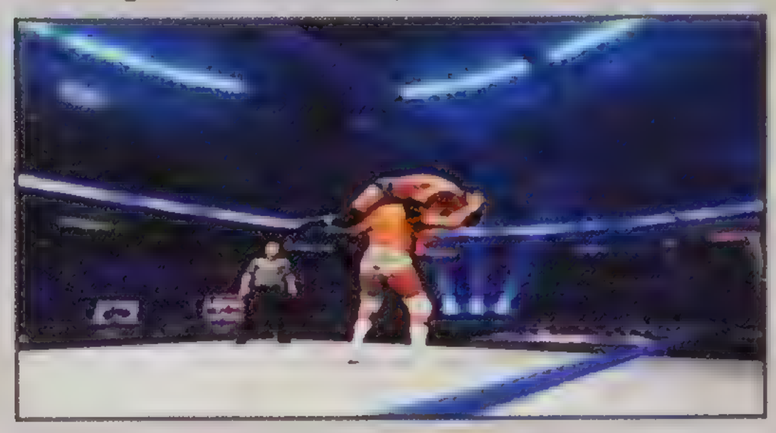
JUMPING KNEE ATTACK 5

Running or Irish Whip rebound



DREAMER DRIVER

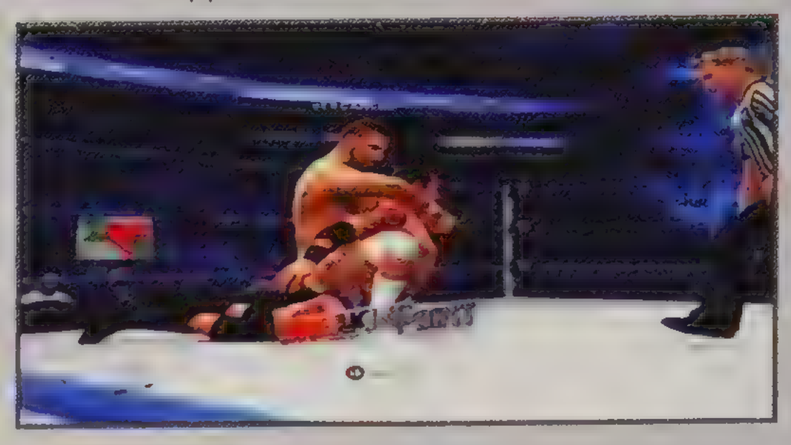
Standing front or Irish Whip rebound



FINISHERS

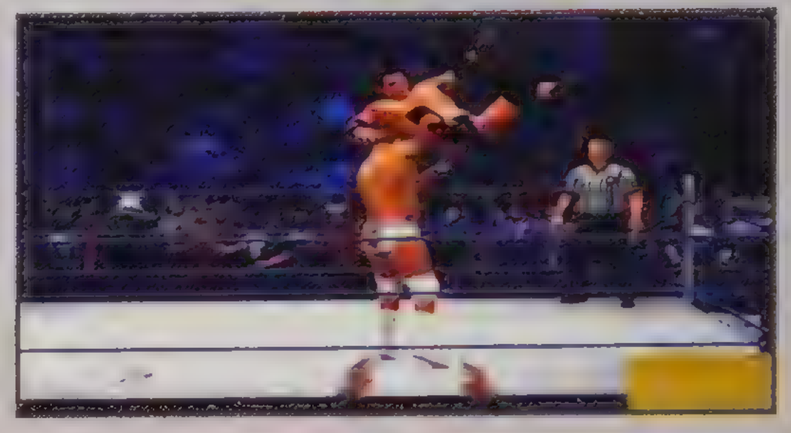
CAMEL CLUTCH WITH THEATRICS

Grounded opponent near side



FULL NELSON SLAM 2

Standing behind



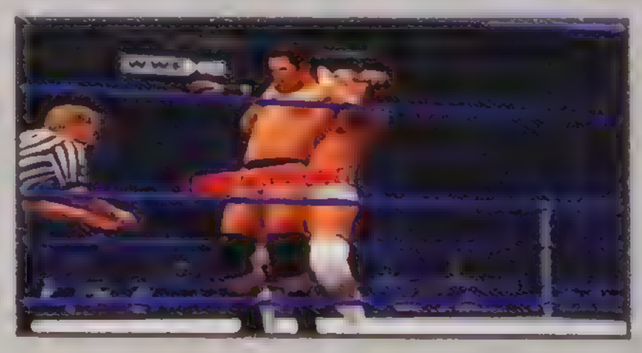
DREAMER DRIVER

Standing front or Irish Whip rebound

WWE BIO

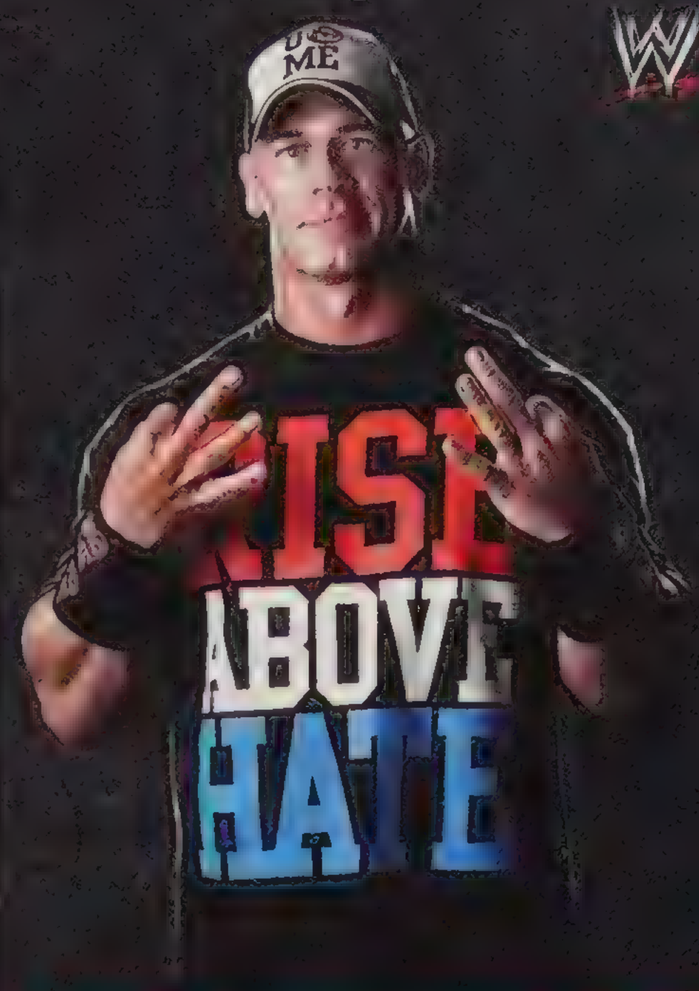
Birthed into Indian royalty, Jinder Mahal is accustomed to having only the finest things in life, and that extends from his well tailored suits to the ornate, lavishly decorated sherwani he wears to the ring. But beneath the posh robes and suits lies a man who is actually a ruthless and physical competitor in the ring. Mahal revealed himself to be a master manipulator in his first days in WWE, convincing The Great Khali to turn on his own brother, Ranjin Singh, and join the vocal villain to form a new power duo destined to dominate. Backed by the 7-foot former World Heavyweight Champion, Mahal made good use of his fierce full nelson slam to rack up an impressive winning streak for a debuting Superstar. Following a fallout with the towering Punjabi powerhouse, Mahal set out on his own, driven to distinguish himself from the other young Superstars on the Friday night roster. As long as he continues his winning ways, that won't be too difficult for the *SmackDown* Superstar...after all, nothing else has been.

BREAKDOWN



It's pretty clear where Jinder Mahal's strength lies. His Submission rating is 95 and nothing else jumps past 80. His Camel Clutch w/ Theatrics might have a funny name, but it is a very cool Breaking Point Submission as a Finisher that attacks the torso. Break down the midsection of your opponent first with big slams and the Dreamer Driver Signature Move to give you a better shot of finishing the submission. He does have the Ring Escape ability if you get into trouble. Escape and right and left Taunt to build momentum.

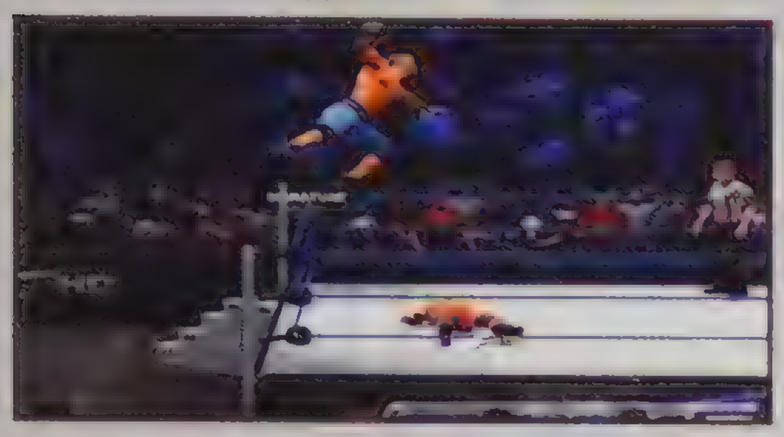
JOHN CENA



SIGNATURE MOVES

FIVE KNUCKLE SHUFFLE
Grounded opponent near upper body

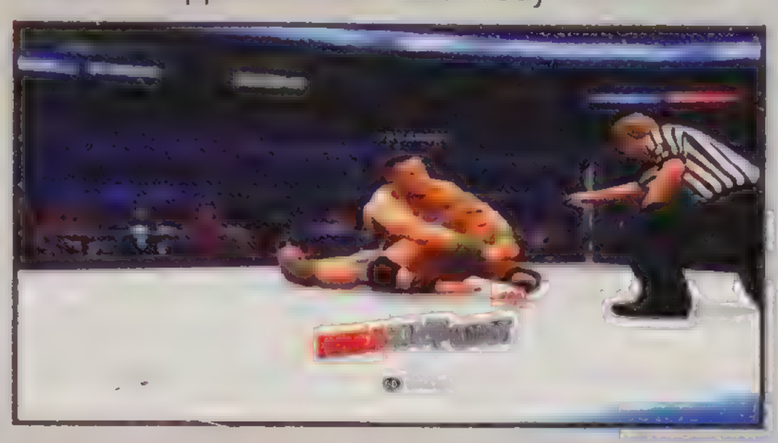
DIVING FIVE KNUCKLE SHUFFLE
Dive vs. grounded opponent



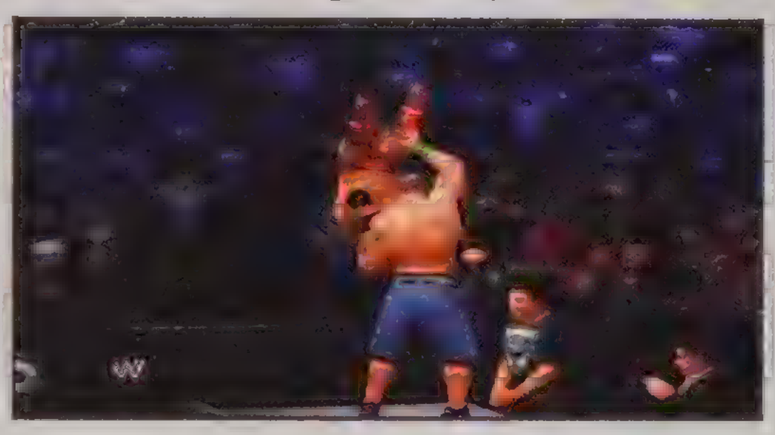
FINISHERS

ATTITUDE ADJUSTMENT 4
Standing front, Irish Whip rebound or catch

STF
Grounded opponent near lower body



ATTITUDE ADJUSTMENT 3 (ALTERNATE)
Standing front, running, Irish Whip rebound or catch



WWE BIO

Really, now. Who ever saw John Cena coming? When he debuted on *SmackDown* in June 2002, he was just a beefy guy in purple trunks. Within a year of his introduction, he transformed into the battle-rapping, chain-wielding "Doctor of Thuganomics." Now, he's the biggest star in WWE—but he's also the most polarizing. Fans love him or hate him. There's no middle ground, and that's the power of John Cena. Whatever you think of The Champ, there's no denying that his actions impact everything and everyone around him. Sure, he has his detractors, and they're vocal, but Cena is still easily the most admired competitor in WWE, as evidenced by his nine million-plus Facebook followers. Cenation is strong. And its message is spreading. Whether competing in the squared circle, performing in front of the camera or donating time to charitable organizations like Make-A-Wish, The Champ is there. A product of West Newbury, Mass., Cena discovered sports and weightlifting in his teens. He attended Springfield College, where he earned a degree in exercise physiology and excelled as a Division III All-American offensive lineman. Although he grew up a huge fan of such Superstars as Hulk Hogan and Ultimate Warrior, Cena only seriously considered becoming one himself while working the counter at Gold's Gym in Venice, Calif. There, a wrestler-in-training encouraged him to enroll in class to learn the ropes. From day one, he was hooked. A year later, Cena was signed by WWE to a developmental contract. What did he have that others didn't? A physique that looked as though it were formed from Portland cement, mic skills that would shame a Roman senator, the tireless perseverance of Superman, and a devastating move that could turn even the most cast-iron grapplers into bags of mulch. Throughout the past decade, Cena has amassed many honors, most notably an amazing 10 WWE Championships and two World Heavyweight Championships. The year 2012 has been something of a mixed bag for the Superstar—he suffered what many consider to be his greatest defeat, losing to The Rock at *WrestleMania XXVIII*, and then rebounded four weeks later with an unbelievable victory over Brock Lesnar at Extreme Rules. Cena doesn't dwell on the past, however; he's focused solely on the future. The Cenation leader won his first-ever Money in the Bank Ladder Match against four former WWE Champions, guaranteeing a contract for the WWE Championship. Fittingly, moments before winning the match, Cena stared down the very Superstar that prompted him to enter the contest, Big Show. But the leader of the Cenation was the first to unsuccessfully cash in a Money in the Bank contract when he defeated WWE Champion CM Punk by disqualification after Big Show interfered on in their match on the 1,000th episode of *Raw*. Undoubtedly, this turn of events will not stop Cena's drive to hold the WWE Championship for a record 11th time, though. He'll certainly continue to charge into battle, equipped with the simple yet resounding mission statement he's had since day one: hustle, loyalty and respect.

BREAKDOWN

It doesn't get much more dominant than this. With a 96 Overall rating, John Cena is the clear winner when it comes to the numbers game. Add in the depth of abilities and his move-set and you've got a powerhouse. His chain grapple moves pretty much match the '04 persona, but with the addition of the Diving Five Knuckle Shuffle and the STF submission, there is a lot you can do with after you build up the momentum. Mix up strikes and grapples to keep your opponent guessing.

STATS

HEIGHT: 6'1"

WEIGHT: 251 pounds

FROM: West Newbury, MA

CAREER HIGHLIGHTS: World Heavyweight Champion; WWE Champion; U.S. Champion; World Tag Team Champion; WWE Tag Team Champion; 2008 *Royal Rumble* Winner; 2012 Money in the Bank Ladder Match winner for a WWE Championship Contract

ATTRIBUTES

STRIKE POWER:	90	**ADRENALINE:**	85
GRAPPLE POWER:	90	**RECOVERY:**	90
SUBMISSION:	95	**TOUGHNESS:**	90
STRIKE DEFENSE:	90	**DURABILITY:**	90
GRAPPLE DEFENSE:	85	**CHARISMA:**	95
SPEED:	80	**TAG TEAM:**	80
JUMP:	75	**OVERALL:**	96
AGILITY:	75		

ABILITIES

Hammer Throw	Comeback
Resiliency	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.5s
Right	2.9s
Down	2.9s
Left	2.6s

JOHN CENA '04

STATS

HEIGHT: 6'1"

WEIGHT: 251 pounds

FROM: West Newbury, MA

CAREER HIGHLIGHTS: World Heavyweight Champion; WWE Champion; U.S. Champion; World Tag Team Champion; WWE Tag Team Champion; 2008 *Royal Rumble* Winner; 2012 Money in the Bank Ladder Match winner for a WWE Championship Contract

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 80
GRAPPLE POWER: 85	**RECOVERY:** 85
SUBMISSION: 80	**TOUGHNESS:** 80
STRIKE DEFENSE: 90	**DURABILITY:** 85
GRAPPLE DEFENSE: 85	**CHARISMA:** 90
SPEED: 80	**TAG TEAM:** 80
JUMP: 75	**OVERALL:** 91
AGILITY: 75	

ABILITIES

Hammer Throw

Resiliency

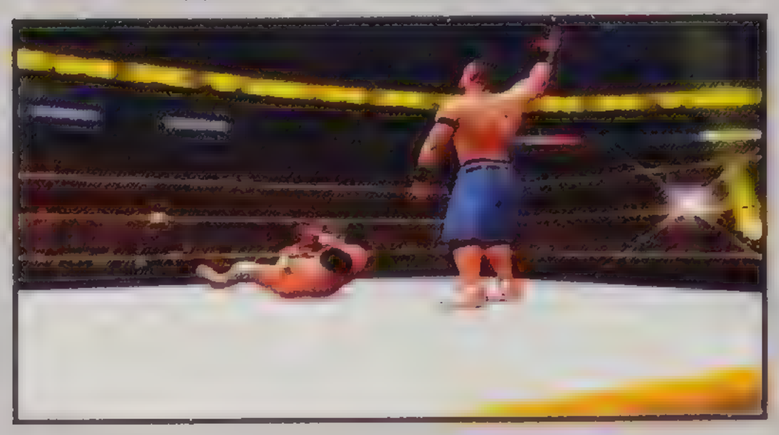
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.4s
Right	4.6s
Down	3.4s
Left	4.6s

SIGNATURE MOVES

FIVE KNUCKLE SHUFFLE

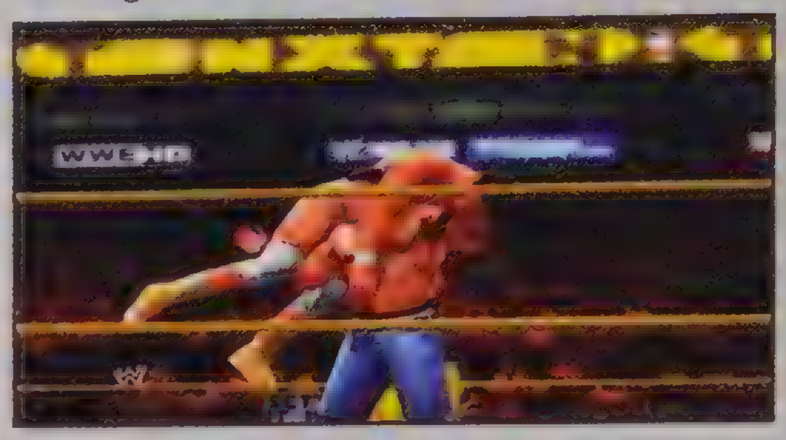
Grounded opponent near upper body



FINISHERS

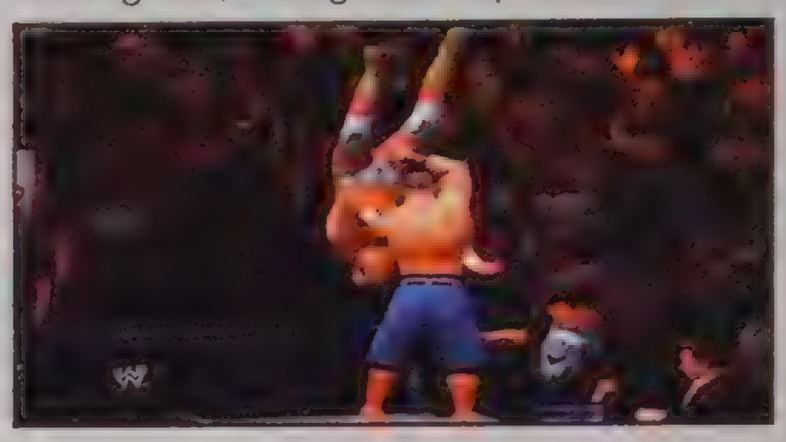
ATTITUDE ADJUSTMENT 4

Standing front, Irish Whip rebound or catch



ATTITUDE ADJUSTMENT 3 (ALTERNATE)

Standing front, running, Irish Whip rebound or catch

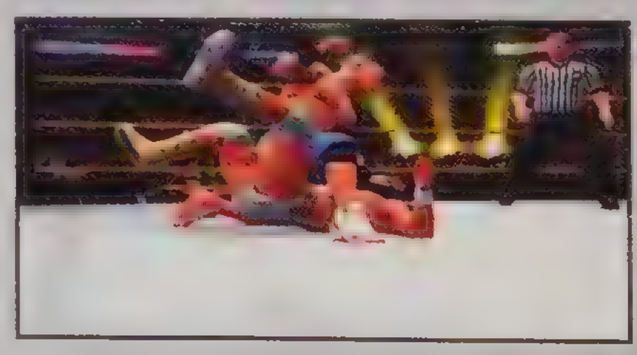


WWE BIO

By anyone's measure, John Cena will go down as one of the greatest Superstars in WWE history. His era of dominance compares favorably with most of the greatest stars to ever enter the ring. Cena's physical gifts are abundant, but if you must pinpoint one characteristic that separates him from all the rest, it might well be hunger. John Cena became who he is today through the sheer hunger and desire to be great, combined with an unwillingness to settle for anything less. That hunger was evident from the day Cena entered WWE. A young, gritty hip-hop enthusiast, Cena would walk to the ring, mic in hand, and rap about his opponent, the city he was competing in, or anything else that crossed his mind. It was often raw and unforgiving, but the young John Cena would not let anything stand in his path to glory. Cena's stark, edgy attitude fit in line with where popular culture was trending, and fans began to gravitate to him. Even though he would battle such fan favorites like Undertaker without apology, the WWE Universe began to appreciate that Cena was not projecting a put-on persona — he was real. What you saw was what you got. Cena, for his measure, wanted fans to understand that he was one of them. From the pump-up sneakers he wore to the simple link chain and pad lock he wore around his neck, Cena rejected bling and embraced simplicity. It wasn't cash or glitz that make somebody cool, Cena said, but rather, it was about actions and the values one represents. Striking a chord with the WWE Universe, Cena's newfound popularity began to roll like a tidal wave. By *WrestleMania XX* in 2004, where he defeated Big Show to win his first championship, the United States Championship, it was becoming clear that the future of WWE was John Cena. And the rest, as they say, is history. Now, in *WWE '13*, you can retrace John Cena's path to greatness. From throwback jerseys to his classic "Basic Thuganomics" entrance, you can relive the revolution that Cena brought to WWE, one opponent at a time.

BREAKDOWN

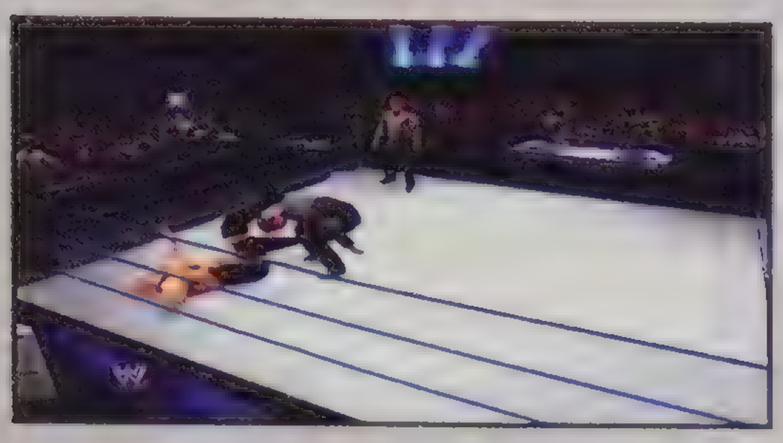
If you are a John Cena fan, and you want to challenge yourself a bit more, play as the '04 version of Cena. He's still a good 91 Overall rating, but his power isn't as developed and he's 5-10 points lower in nearly every area. His move-set is a bit more limited too, with no STF or Diving Five Knuckle Shuffle to dazzle the opponent with. He's still got a couple of Cena Punch attacks with the "you can't see me" trademark wave. Keep the pressure on your opponent and Taunt carefully—his Taunt times are longer than his present-day persona. Open up the Five Knuckle Shuffle and follow it up with the Attitude Adjustment slam Finisher for a classic Cena win.



JOHN LAURINATIS

SIGNATURE MOVES

POWERBOMB 1
Standing front (pin combo)



EDGECUTION 1
Standing front

FINISHERS

RKO 1
Standing front, running or catch

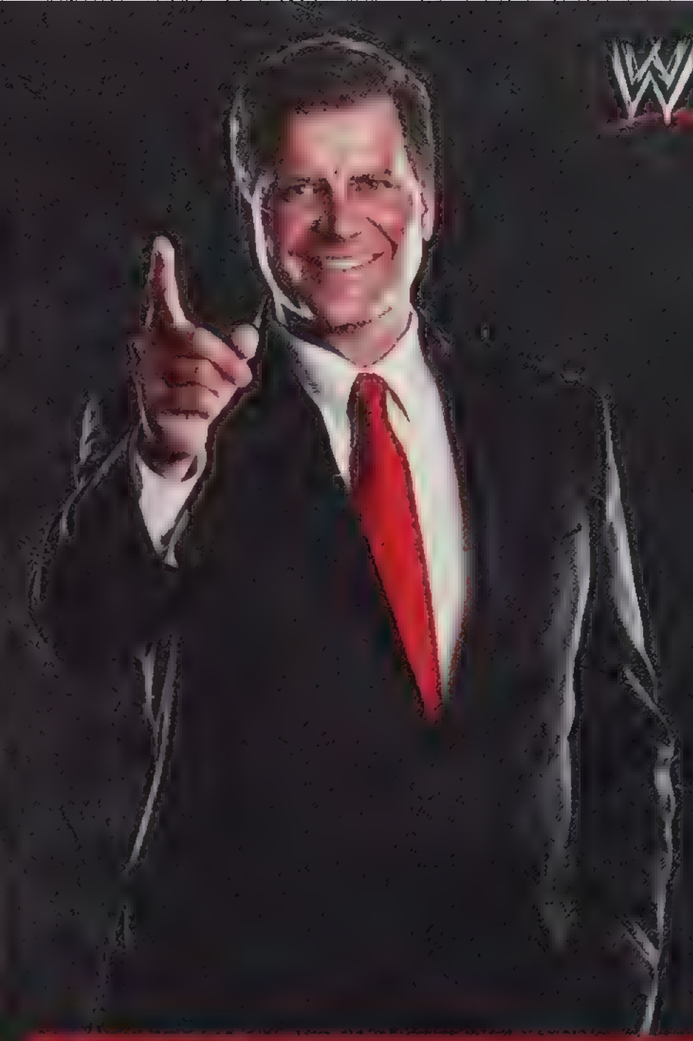
TOWER OF LONDON
Corner opponent top rope

WWE BIO

Once the General Manager of both *Raw* and *SmackDown*, John Laurinaitis began his WWE tenure as one of Mr. McMahon's must trusted associates in 2001. A successful sports-entertainer in both the United States and Japan throughout the 1980s and '90s, the talented athlete turned his attention to the corporate side of the business after retiring from the ring in 2000. First working in the talent relations department for World Championship Wrestling, Laurinaitis joined WWE when WCW was acquired by the entertainment juggernaut in March of 2001. Thereafter, he proved to be an integral part of the company's growth through his recognition and development of tomorrow's Superstars. Predominantly a behind-the-scenes force, Laurinaitis began making weekly appearances on Monday nights in 2011 and soon seized the championship of Interim *Raw* General Manager once Triple H was relieved of his *Raw* SuperShow governance. At *WrestleMania XXVIII*, a team of *Raw* Superstars representing Mr. Laurinaitis defeated a team of *SmackDown* representing Teddy Long, thus giving full control of both brands to Laurinaitis. Now the predominant power player in WWE, the executive dubbed himself "Big Johnny" and surrounded himself with a powerful team of advisers that included the cunning Eve and Harvard graduate David Otunga. Consumed by his newfound authority, Laurinaitis perpetrated brazen acts like reintroducing the unpredictable Brock Lesnar to WWE and publicly firing Big Show on *Raw* in humiliating fashion. Despite repeated attempts from Triple H and Mr. McMahon to dismiss Mr. Laurinaitis from his duties, Big Johnny persevered—until his career was put on the line in a match that featured John Cena against Big Show in a steel cage. When the Cenation leader overcame the odds to win, Laurinaitis was fired by Mr. McMahon and then dumped through a Spanish announce table by the Superstar. It was a crushing dismissal for the sports-entertainment player, but if Laurinaitis' track record is any indication, Big Johnny should never be counted out.

BREAKDOWN

So you drew the short straw, huh? John Laurinatis is the lowest-rated Superstar out-of-the box, but he's a hair better striker than he is grappler. You won't be successful on too many submission attempts, but he is decent in Charisma with an 80. Ring Escape if necessary and Taunt to bring up the momentum for powerful Signature Moves and Finishers. Take the fight outside the ring for an out-of-ring damage bonus, but be careful—that bonus goes two ways. Environmental grapples (whips into posts and barricades) can go a long way to level the playing field a bit.



STATS

HEIGHT: 6'5"

WEIGHT: 240 pounds

FROM: Philadelphia, PA

CAREER HIGHLIGHTS: WWE's Executive Vice President of Talent Relations; General Manager of *Raw*; General Manager of *SmackDown*

ATTRIBUTES

STRIKE POWER: 70	**ADRENALINE:** 65
GRAPPLE POWER: 65	**RECOVERY:** 70
SUBMISSION: 65	**TOUGHNESS:** 65
STRIKE DEFENSE: 75	**DURABILITY:** 65
GRAPPLE DEFENSE: 70	**CHARISMA:** 80
SPEED: 65	**TAG TEAM:** 75
JUMP: 60	**OVERALL:** 75
AGILITY: 60	

ABILITIES

Dirty Pin	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.0s
Right	2.4s
Down	4.0s
Left	3.1s

JUSTIN GABRIEL

STATS

HEIGHT: 6'1"
WEIGHT: 213 pounds
FROM: Cape Town, South Africa
CAREER HIGHLIGHTS: WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 90
GRAPPLE POWER: 75	**RECOVERY:** 80
SUBMISSION: 65	**TOUGHNESS:** 70
STRIKE DEFENSE: 80	**DURABILITY:** 70
GRAPPLE DEFENSE: 75	**CHARISMA:** 70
SPEED: 85	**TAG TEAM:** 85
JUMP: 90	**OVERALL:** 83
AGILITY: 90	

ABILITIES

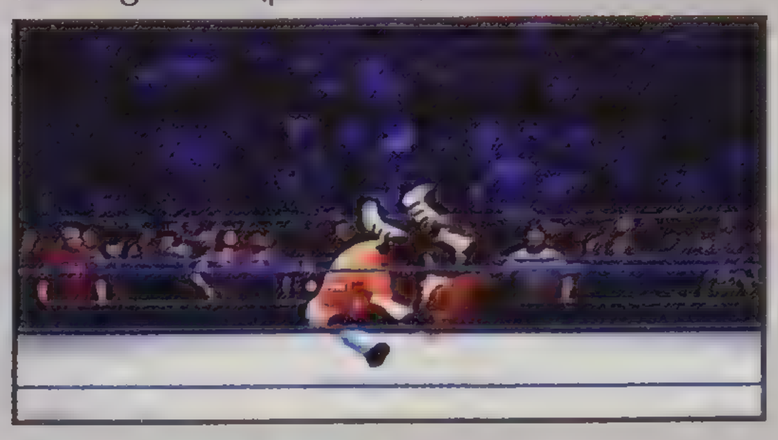
Outside Dives
Springboard Dives
Leverage Pin

TAUNT TIMES

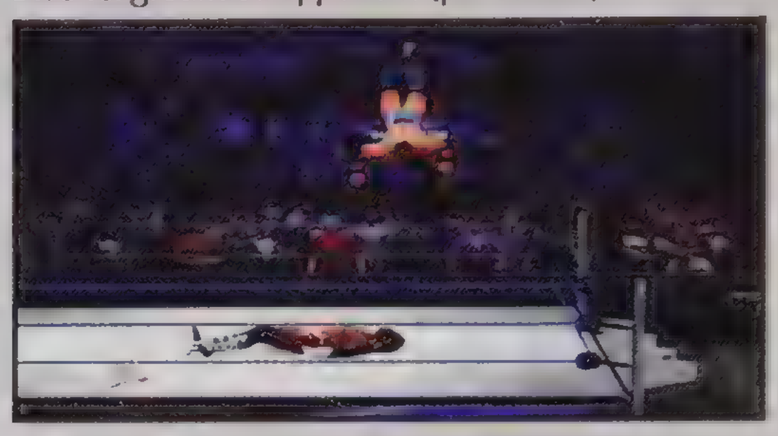
D-PAD DIRECTION	TIME
Up	2.2s
Right	2.9s
Down	1.8s
Left	2.4s

SIGNATURE MOVES

SPIN SIT-OUT POWERBOMB
Standing behind (pin combo)



SWANTON BOMB
Dive vs. grounded opponent (pin combo)



FINISHERS

450 SPLASH 2
Dive vs. grounded opponent (pin combo)

FLIP SIDEWAY FLAPJACK
Standing front

WWE BIO

Born and raised in Cape Town, South Africa, and performing all over the world, Justin Gabriel is a hybrid Superstar—a high-flying dynamo who is also blessed with a wide array of technical skills inside the ring. Armed with deceptively handsome looks, he isn't shy about flashing his charming smile, either. First competing in WWE NXT season one, Gabriel has brought his rebellious nature to groups like The Nexus and The Corre. It was in the vast majority of the attacks by these factions that Gabriel introduced the WWE Universe to his lethal 450° splash, which served as the emphatic exclamation mark on each calculated assault. Every time he gracefully executes his body crushing trademark maneuver, he sends a crystal clear message to each and every WWE Superstar, as well as the WWE Universe at large. Gabriel's shaken off a bit of his former nastiness, and has recently found more success with the support of the WWE Universe than without it. But his opponents shouldn't mistake the new, more likable Justin Gabriel for softness. He's just as relentless and ferocious as he's always been.

BREAKDOWN

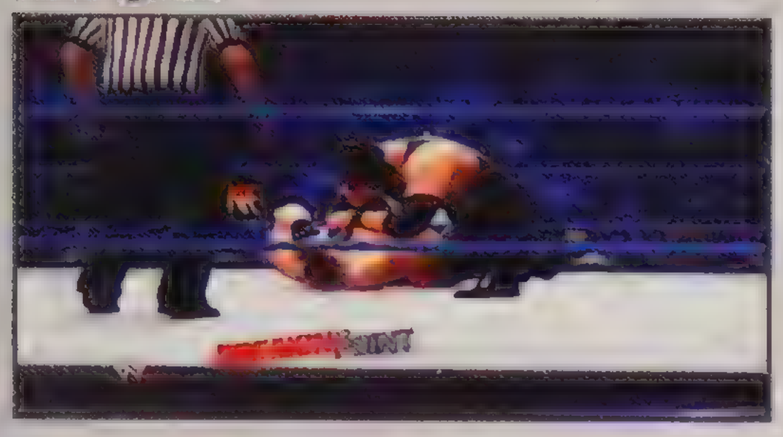
Justin Gabriel is solid 83. He's got a great move-set with the Springboard Dives and Outside Dives abilities to pile on the pressure. The Corkscrew Body Attack is a ridiculous out-of-nowhere dive that will make a ringside taunting opponent look silly. In the ring, hold the left stick down and press strike to whip into a spin and hit him with a Right Back Kick. Follow up with the Leg Sweep 1 (hold left and tap strike) or a Rolling Savate 3 (left stick any direction and hold strike) to knock your opponent to the mat and a nice little two-strike combination. Stay on them with the 450 Splash 2 and settle in for the pinfall victory.

KANE

SIGNATURE MOVES

SIDEWALK SLAM 3
Standing front or Irish Whip rebound

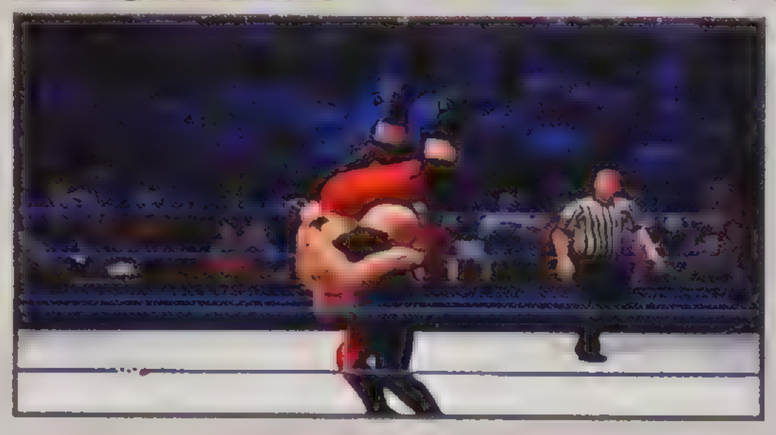
CLAW HOLD
Standing front



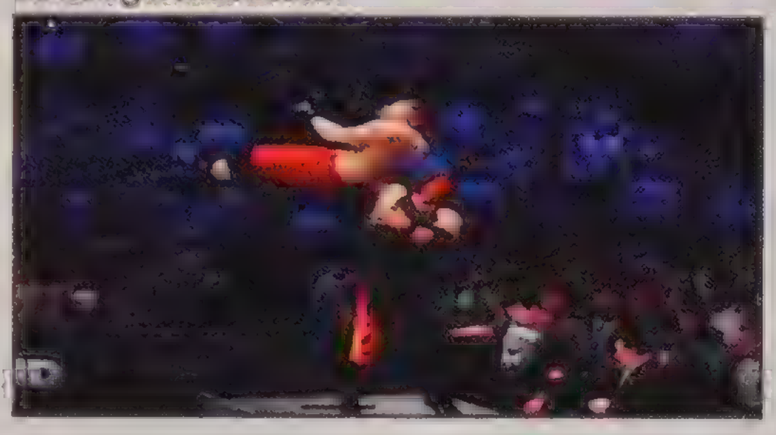
FINISHERS

CHOKESLAM 4
Standing front, Irish Whip rebound or catch

TOMBSTONE PILEDRIVER
Standing front or catch



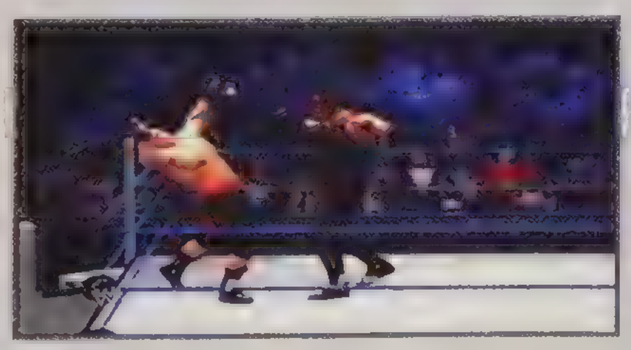
CHOKESLAM 5 (ALTERNATE)
Standing front or catch



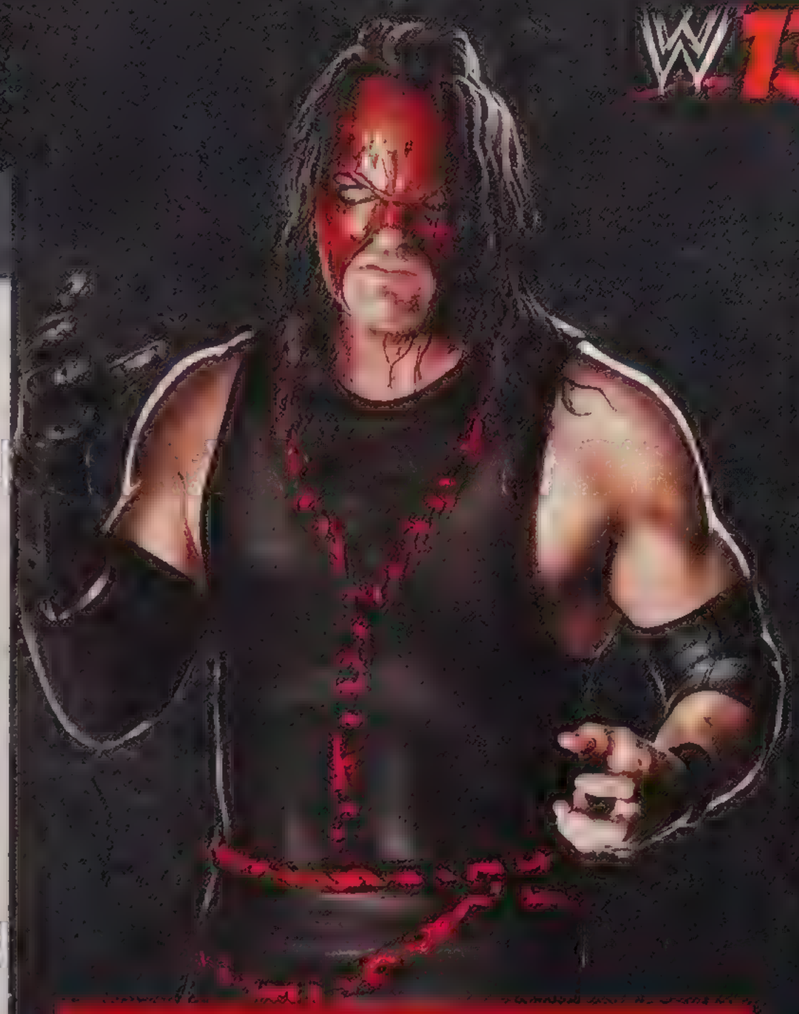
WWE BIO

If it seems improbable for hellfire and brimstone to be so utterly chilling, you haven't met Kane. At seven feet tall and weighing in at more than 300 pounds, The Devil's Favorite Demon is a monstrous abomination that seems to have been extracted directly from your childhood nightmares. The "Big Red Monster" has tormented WWE since his debut at *Badd Blood* in October 1997, when he tore off the cage door and unleashed hell during the first-ever Hell in a Cell Match between Shawn Michaels and his half-brother Undertaker. Kane is consumed by an infernal desire to set ablaze the lives of his fellow Superstars, leaving a scorched path of destruction behind his fiery footsteps. Some of the "Big Red Monster's" more demented acts have included setting a WWE Hall of Famer on fire, hitting a WWE executive with a Tombstone, kidnapping too many Superstars to mention and forcing a WWE Diva to marry him. No one is safe from his twisted desires and demonic impulses. Least of all, it would seem, Kane himself. For years, the sadistic Superstar wore a ghoulish face mask designed to conceal hideous burns from a fire supposedly started by Undertaker years before. But WWE fans received a shock on one of the most infamous nights of Kane's career when, after losing a Mask vs. Championship Match on *Raw*, the tortured soul was forced to unmask and reveal his face to the world. Kane's career has been marked by some stellar and brutally woeful contests in the ring against some of the biggest names in WWE including Undertaker, Stone Cold Steve Austin, Shawn Michaels, Edge and others. He's also pioneered some of the most vicious stipulations of all time, including First Blood, Inferno, Stretcher and even Till Death Do Us Part Matches. Like his sibling, Kane wields a highly decorated mantle of WWE glory, including reigns as WWE Champion, World Heavyweight Champion and ECW Champion. He has shown near-unprecedented versatility in the tag team ranks as well, finding championship success with a litany of partners such as X-Pac, Big Show and even twice with The Deadman himself. Most notably, the famed Brothers of Destruction simultaneously held the World Tag Team Championships and WCW Tag Team Championships during the Alliance Invasion. Hidden beneath a mask in his earliest WWE haunts, Kane reverted to concealing his face under a scarlet leather shroud in late 2011. Now, the "Big Red Monster" has his sights set on Daniel Bryan. After undergoing a mandatory mental evaluation at the behest of *Raw* General Manager AJ Lee, the erratic Bryan was introduced to a unique brand of "anger management therapy" by Kane. Although the submission specialist got the best of his newfound rival at *SummerSlam*, he may have awakened a more uncontrollable fire in The Devil's Favorite Demon. After Kane's brutal attacks on Josh Mathews and Zack Ryder, Lee is now aiming to help him keep his anger under control. She's forced The Devil's Favorite Demon to join Bryan in anger management classes. Though Kane opened up about his tormented life during the first session, he still has a long way to go to reach inner peace, as he viciously chokeslammed David Otunga on *Raw*. Once again attuned with his twisted dark side, Kane looks to lock the WWE Universe in the grip of his grim black glove and leave the landscape of sports-entertainment in ember-laden ash.

BREAKDOWN



Did someone check the math here? Kane seems way to good to be an 89 Overall. Though his Tag Team 75 might make him a bit deceiving, anybody who has faced Kane knows of his dangerous and relentless attack. With 85s in Strike Power, Grapple Power, and Submission, use Kane with a varied attack and don't be afraid to make the highlight reel. All of his Finishers are "Catch Finishers" so if your opponent leaps at you be prepared to reverse into a Finisher (press the Finisher button) to turn the tables. We love the addition of Claw Hold as a Signature Move Breaking Point Submission; use it after wearing down the head with big strikes and grapples—the Kane Uppercut (left stick up and strike or the fourth strike in combo) puts the opponent to the mat holding his face.



STATS

HEIGHT: 7'0"
WEIGHT: 323 pounds
FROM: Parts Unknown
CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; ECW Champion; Intercontinental Champion; World Tag Team Champion; WCW Tag Team Champion; Hardcore Champion

ATTRIBUTES

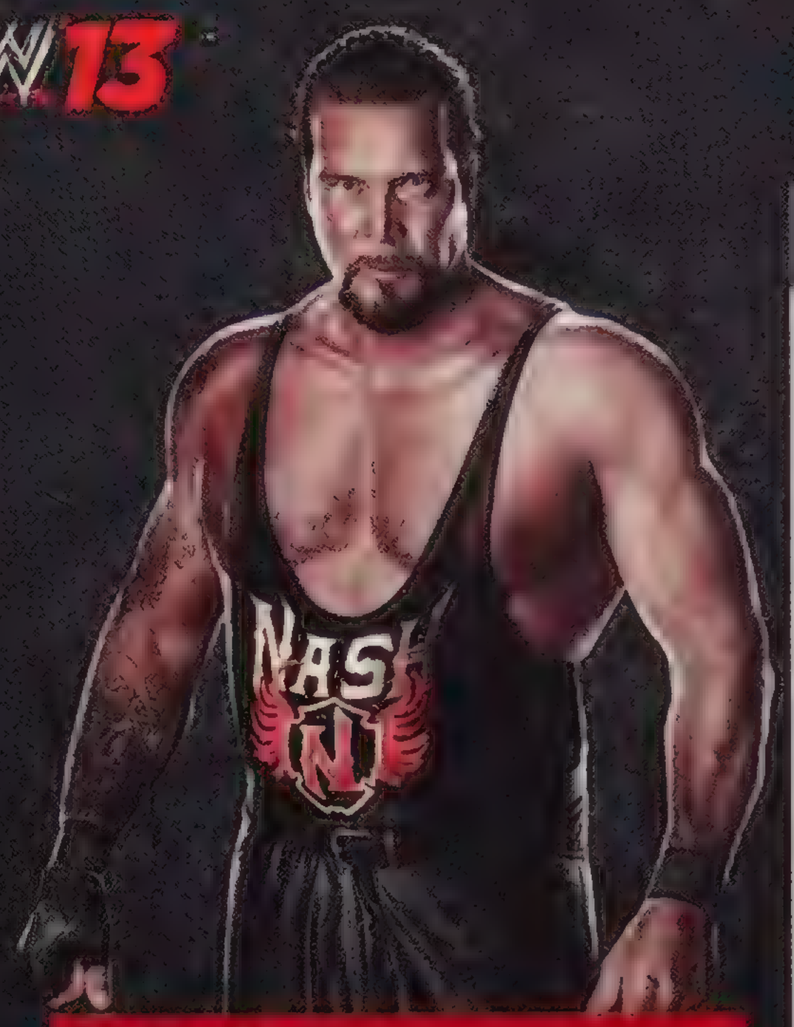
STRIKE POWER: 85	ADRENALINE: 85
GRAPPLE POWER: 85	RECOVERY: 85
SUBMISSION: 85	TOUGHNESS: 90
STRIKE DEFENSE: 75	DURABILITY: 90
GRAPPLE DEFENSE: 80	CHARISMA: 75
SPEED: 75	TAG TEAM: 75
JUMP: 75	OVERALL: 89
AGILITY: 80	

ABILITIES

Hammer Throw
Move Thief
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.1s
Right	2.4s
Down	5.1s
Left	2.4s



KEVIN NASH

STATS

HEIGHT: 6'10"

WEIGHT: 328 pounds

FROM: Detroit, MI

CAREER HIGHLIGHTS: WWE Champion; World Tag Team Champion; Intercontinental Champion; WCW World Heavyweight Champion; WCW Tag Team Champion; WCW World War 3 winner

ATTRIBUTES

STRIKE POWER:	90	**ADRENALINE:**	75
GRAPPLE POWER:	85	**RECOVERY:**	80
SUBMISSION:	75	**TOUGHNESS:**	90
STRIKE DEFENSE:	80	**DURABILITY:**	90
GRAPPLE DEFENSE:	80	**CHARISMA:**	90
SPEED:	60	**TAG TEAM:**	95
JUMP:	55	**OVERALL:**	89
AGILITY:	55		

ABILITIES

Hammer Throw

Resiliency

Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.4s
Right	4.0s
Down	2.4s
Left	4.0s

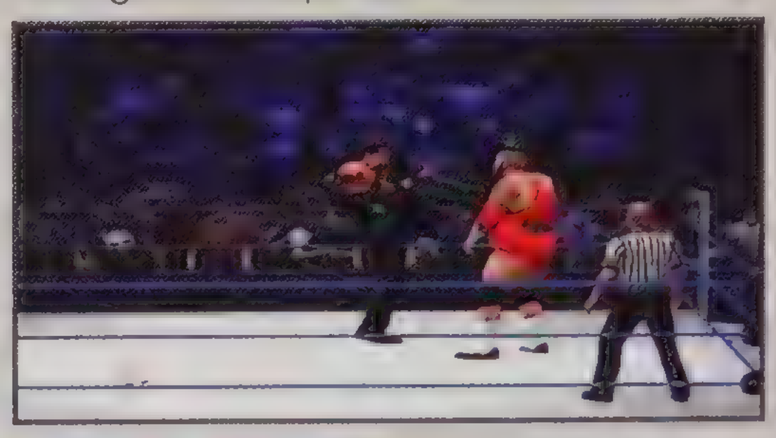
SIGNATURE MOVES

LEFT-HANDED KNOCKOUT HOOK

Standing front

BIG BOOT 3

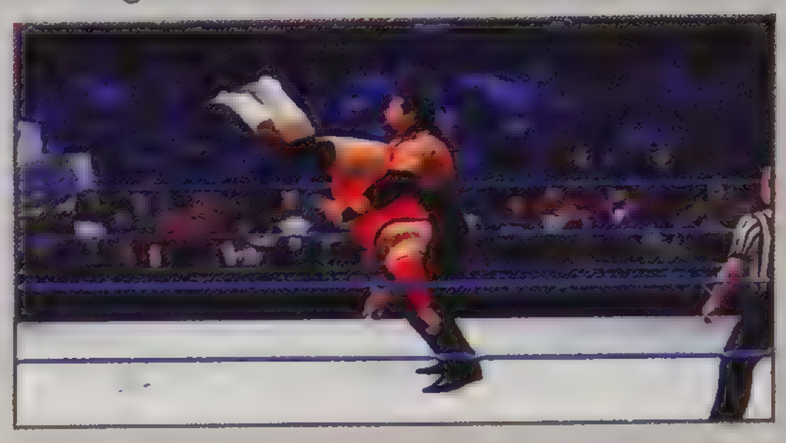
Running or Irish Whip Rebound



FINISHERS

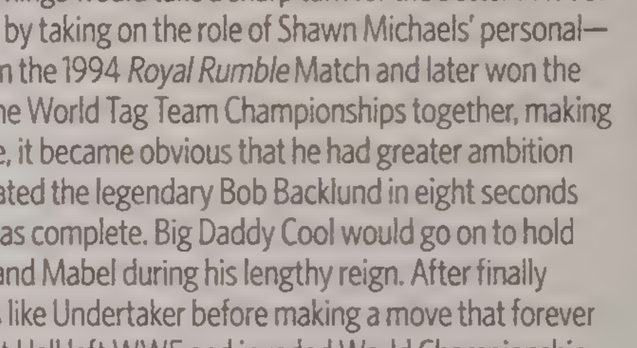
JACKKNIFE

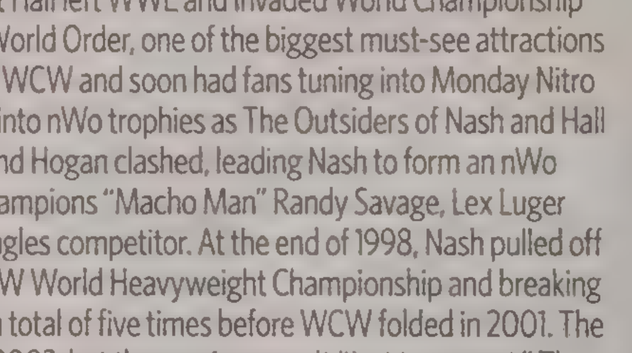
Standing front



WWE BIO

As Kevin Nash lifted one of his mighty legs over the ropes, you immediately knew what was next to follow. And no, we're not talking about that other leg. It was time for trouble. Whether he's known as Diesel, one of "The Outsiders" or simply Big Kev, this imposing Superstar has never been afraid to make waves at every stop. He's got the list of enemies to prove it. Nash learned early on that being nearly 7-foot and more than 300 pounds doesn't automatically punch your ticket to the top. Although he was blessed with remarkable size and athletic ability, his career had inauspicious beginnings. First appearing in WCW in 1990, Nash competed under a kaleidoscope of personas as he struggled to showcase his full potential as a sports-entertainer. Things would take a sharp turn for the better in 1993. Debuting as a sunglassed ringside enforcer in WWE, Nash quickly made an impact by taking on the role of Shawn Michaels' personal—and cold-blooded—bodyguard. Within his first year, Diesel eliminated seven men in the 1994 *Royal Rumble* Match and later won the Intercontinental Championship. Shortly thereafter, Diesel and Michaels captured the World Tag Team Championships together, making "Big Daddy Cool" a double champion in WWE. With Diesel's star on a meteoric rise, it became obvious that he had greater ambition than just being Michaels' protector. After the duo's relationship frayed, Diesel defeated the legendary Bob Backlund in eight seconds to win the WWE Championship. The transformation from sidekick to juggernaut was complete. Big Daddy Cool would go on to hold the championship for nearly a year, smashing challengers like Michaels, Sycho Sid and Mabel during his lengthy reign. After finally losing the championship to Bret Hart at *Survivor Series* in 1995, Diesel battled foes like Undertaker before making a move that forever changed the sports-entertainment landscape. In the spring of 1996, Nash and Scott Hall left WWE and invaded World Championship Wrestling. Soon joining forces with Hulk Hogan, they became known as The New World Order, one of the biggest must-see attractions in history. Defiant, arrogant and dangerous, the rebel group completely dominated WCW and soon had fans tuning into Monday Nitro by the millions. Championships such as the WCW Tag Team Championship turned into nWo trophies as The Outsiders of Nash and Hall flattened many smaller opponents. Eventually, though, the massive egos of Nash and Hogan clashed, leading Nash to form an nWo splinter group known as The Wolfpac. Including top dogs such as former World Champions "Macho Man" Randy Savage, Lex Luger and Sting, the powerful faction helped propel Nash to the very top of WCW as a singles competitor. At the end of 1998, Nash pulled off the unthinkable by felling the undefeated Goldberg at Starrcade, capturing the WCW World Heavyweight Championship and breaking the titan's legendary winning streak. He would acquire the coveted championship a total of five times before WCW folded in 2001. The vaunted trio of Nash, Hall and Hogan made their return to WWE at No Way Out in 2002, but the reunion wasn't "just too sweet." The nWo cronies butted heads with the likes of Stone Cold Steve Austin and The Rock before the group disbanded and a series of injuries put Nash on the shelf for several months. Upon his return, Nash had one last shot at the World Heavyweight Championship during a rivalry with Triple H. However, "Big Sexy" failed to rise above The Game and disappeared from WWE again soon after. More than seven years later, the WWE Universe saw Nash step over the ropes again in a stunning comeback. Sporting his classic Diesel look, the towering Superstar entered the 2011 *Royal Rumble* Match at No. 32 to a loud ovation from the crowd. Disruptive as ever, Nash later controversially attacked CM Punk at *SummerSlam* and made life a living hell for WWE's new COO, Triple H. While Triple H got the last laugh by brutalizing Nash in a Sledgehammer Ladder Match at WWE TLC 2011, the cunning big man showed once more why he's one of the most menacing WWE performers of all time. You don't become a six-time World Champion without smashing a few toes along the way.





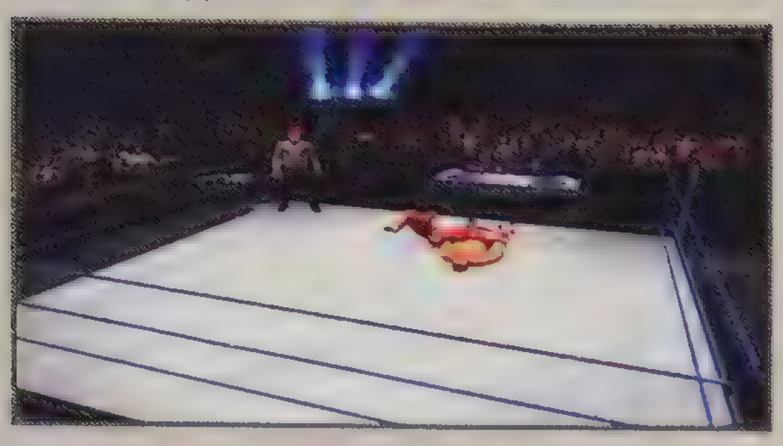
BREAKDOWN

Kevin Nash is a tough 'ol dude known for his vicious left hook. He's no slouch as a grappler either, though, and "Big Sexy" can drop the Jackknife Finisher with some heavy thunder. Make sure you tap the Two-Handed Choke Toss out of his move set for a demoralizing toss (through a table?) when your opponent is groggy (hold down on the left stick). Get your Signature Move and do critical damage to the head with the Left-Handed Knockout Hook and follow with a slam for a pin.

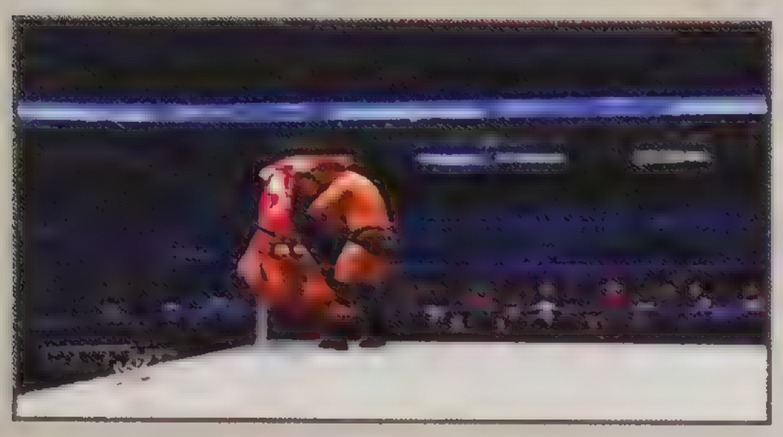
KOFI KINGSTON

SIGNATURE MOVES

BOOM DROP 2
Grounded opponent near side

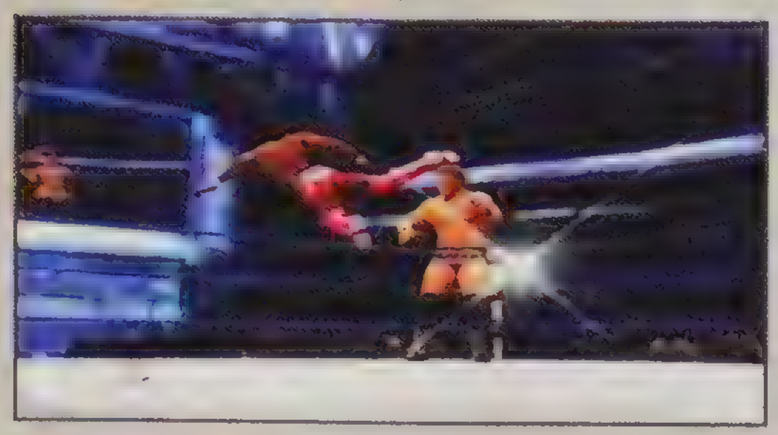


HANGING OVERHEAD KICK
Corner opponent front



FINISHERS

TROUBLE IN PARADISE
Standing front or Irish Whip rebound



S.O.S.
Standing front or Irish Whip rebound (pin combo)

WWE BIO

The energy contained within one Kofi Kingston could power a major city for several years. A Ghanaian grappler with a beaming smile, Kingston's boundless enthusiasm is only rivaled by his limitless athleticism, which he displays fearlessly every time he steps in the ring to the delight of the entire WWE Universe. In fact, the only people who don't like Kofi Kingston are the Superstars he faces each week—and that's only because they can rarely catch him. The leader of the Boom Squad's dazzling aerials only belie what is actually a truly fierce fighter, who can curtail the smiles to kick it up in intensity if an opponent is foolish enough to set him off. Randy Orton, for example, tested Kofi's patience in late 2009, and paid for it when Kofi defaced The Viper's customized NASCAR before targeting Orton himself, leaping off of a balcony at Madison Square Garden and splintering him through a table. Kofi's determination makes him a legitimate threat, and repeated favorite, in the annual Money in the Bank Ladder Matches, even though he's yet to snag the coveted briefcase amid his rampant boom-dropping. Boasting reigns as Intercontinental Champion and United States Championship holder, Kofi has recently taken over the tag ranks as he formed championship tandems with Evan Bourne and R-Truth. It's no surprise these dynamic duos have drawn comparisons to classic tandems like The Rockers and The British Bulldogs. Most recently, Kofi's run with R-Truth has proved particularly fruitful after the duo claimed the Tag Team Championships from Primo & Epico, defending them with style against mouthy newcomers The Prime Time Players on both Monday Night *Raw* and *SummerSlam* 2012. On the August 24 episode of *SmackDown*, Kofi & Truth defeated Primo & Epico in a non-championship match, and later partook in an impromptu brawl between all the tag teams in the division while they argued amongst themselves who would be next in line for the twin championships. With the capacity to succeed on singles and tag team levels, this young Superstar's future continues to get brighter, probably because he actually keeps leaping closer and closer to the sun.

BREAKDOWN

Kofi Kingston is known for his dynamic attack of the squared circle and his attribute rating reflect that. Even his reversal of a reversal inspires awe from the crowd—if the opponent catches your kick, hit the reversal button to execute a Rolling Kick Reversal (front flip kick to the head). He's got a 95 or above in the "energy" attributes (Speed, Jump, Agility and Adrenaline) and he's a good defender. Stick to a high-energy offense full of aerial attacks. Even his chain grapples have a bit of striking flash—see the jumping headbutt from the Side Headlock. Pull off an S.O.S. for a pin combo, but if you miss it use a Wake Up Taunt and run grapple holding down on the left stick to lock in a Crucifix pin combo instead.

STATS

HEIGHT: 6'0"
WEIGHT: 212 pounds
FROM: Ghana, West Africa
CAREER HIGHLIGHTS: Intercontinental Champion; World Tag Team Champion; United States Champion; WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 95
GRAPPLE POWER: 75	**RECOVERY:** 85
SUBMISSION: 65	**TOUGHNESS:** 70
STRIKE DEFENSE: 85	**DURABILITY:** 75
GRAPPLE DEFENSE: 75	**CHARISMA:** 80
SPEED: 95	**TAG TEAM:** 95
JUMP: 100	**OVERALL:** 87
AGILITY: 95	

ABILITIES

Comeback	Springboard Dives
Outside Dives	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.0s
Right	3.0s
Down	3.0s
Left	3.0s

MARK HENRY

STATS

HEIGHT: 6'4"

WEIGHT: 412 pounds

FROM: Silsbee, TX

CAREER HIGHLIGHTS: World Heavyweight Champion; ECW Champion; European Champion

ATTRIBUTES

STRIKE POWER:	100	**ADRENALINE:**	65
GRAPPLE POWER:	100	**RECOVERY:**	75
SUBMISSION:	85	**TOUGHNESS:**	95
STRIKE DEFENSE:	80	**DURABILITY:**	90
GRAPPLE DEFENSE:	80	**CHARISMA:**	85
SPEED:	50	**TAG TEAM:**	80
JUMP:	40	**OVERALL:**	89
AGILITY:	40		

ABILITIES

Hammer Throw

Resiliency

Ring Escape

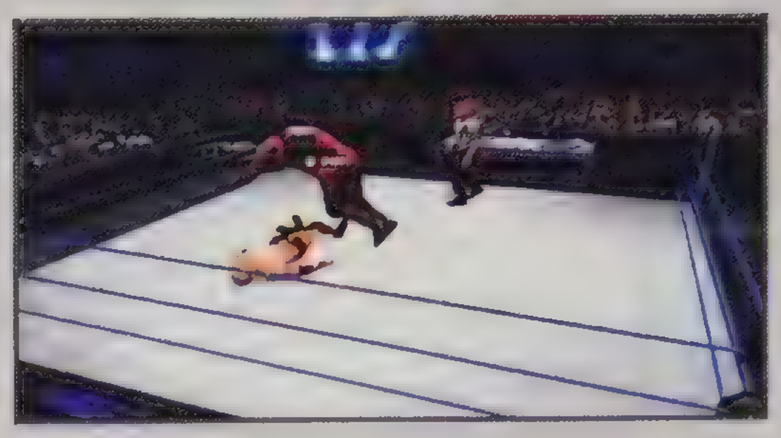
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	1.9s
Right	2.4s
Down	1.9s
Left	2.4s

SIGNATURE MOVES

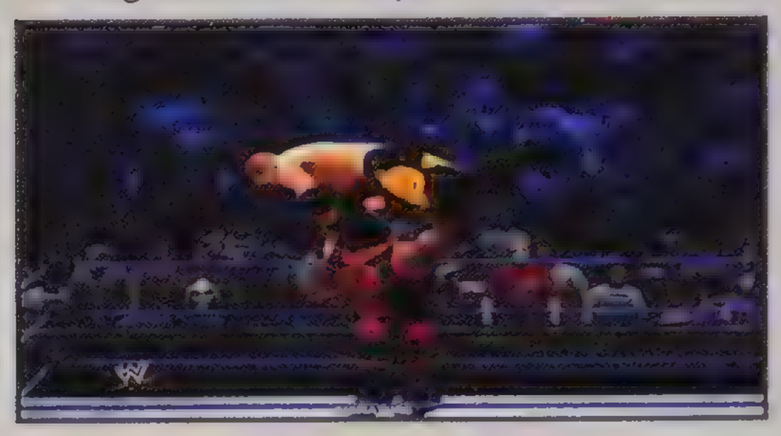
DOWN BODY SPLASH

Grounded opponent near side



MILITARY PRESS DROP

Standing front or Irish Whip rebound



FINISHERS

WORLD'S STRONGEST SLAM 2

Standing front or catch

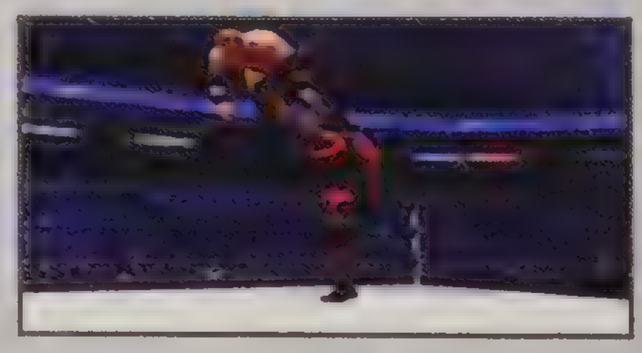
BEARHUG

Standing front or Irish Whip rebound

WWE BIO

Imagine every bone in your body being crushed into sawdust while you struggle to take a breath. Either you're about to become python food, or you're on the business end of Mark Henry's World's Strongest Slam. Henry burst on the scene at the 1992 Summer Olympics in Barcelona, where he competed in weightlifting in the super-heavyweight division. Three years later, at the Pan American Games, Henry captured a gold, silver and bronze medal. Henry's intimidating size and weightlifting prowess earned the attention of WWE, who signed him in 1996. From there, the new Superstar joined the infamous Nation of Domination, where he established himself as a ruthless and powerful big man—traits he channeled to earn first prize in the 2002 "World's Strongest Man" competition at the Arnold Schwarzenegger Classic. Hence, the moniker he carries today, 15 years after debuting in WWE, where Mark Henry stands at a terrifying peak. After years in and out of WWE fans' favor, Henry reached the zenith in 2011, becoming 50 pounds leaner and embracing the huge chip lingering on his shoulder. Capable of feats like folding a frying pan and hoisting an automobile, The World's Strongest Man unleashed a newly embraced aggression to establish his very own "Hall of Pain" of wounded victims en route to his first-ever World Heavyweight Championship at Night of Champions in September 2011. Injuries can't stop him, and neither can Superstars such as Shawn Michaels, Undertaker, Kane and Big Show—all of whom have been scraped from his boots at some point in his career. With a wealth of experience, the steady concentration of an ER surgeon, and the temper of Bruce Banner, the scariest thing about Mark Henry isn't the fact that he's The World's Strongest Man—it's the fact that he's just getting started.

BREAKDOWN

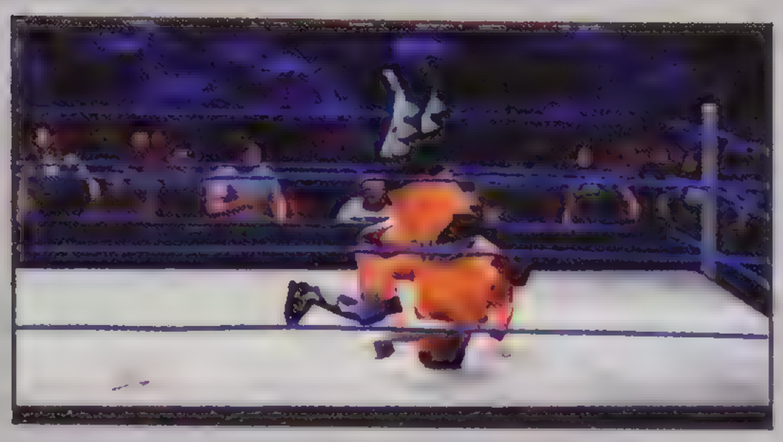


When playing as Mark Henry, the strategy is simple. Keep them close and in your grasp. As soon as you slam your opponent and gain the advantage, pick them up with up on the right analog stick to maintain it. Re-engage into a chain grapple. We liked the Wrist Lock to the Flapjack 4 (right and grapple, then up and grapple) or any of his monster groggy grapples if your opponent is in that state. Get to the Signature Moves and Finishers to really lay it down—perform the World's Strongest Slam ringside for an out-of-ring bonus and then whip him back into the ring for the pin. Mark Henry's Bearhug Breaking Point Submission Finisher works well in the flow of the match as it attacks the torso. Sink this one in on your best of friends. Show the love!

THE MIZ

SIGNATURE MOVES

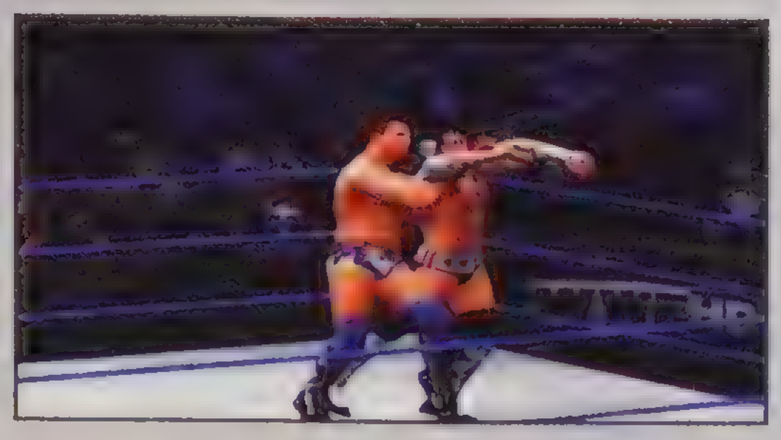
SNAPMARE DRIVER
Standing front



SNAP DDT
Standing front

FINISHERS

SKULL CRUSHING FINALE
Standing behind

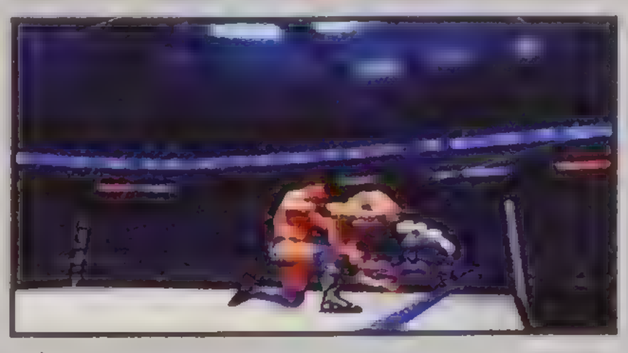


SNAP DDT (ALTERNATE)
Standing behind

WWE BIO

The Miz's mouth is the reason duct tape was invented—and even that won't do the trick. First introduced to TV audiences as one of the seven strangers on "The Real World: Back to New York," The Miz parlayed his reality TV fame into a legitimate WWE career. And, for those who think he's a fluke, just ask him. He'll tell you he's not...and he's right. Miz's first taste of WWE cred came alongside John Morrison, as the duo won the WWE Tag Team Championship and the attention of WWE fans on their WWE.com web series, "The Dirt Sheet." The team was split up thanks to the 2009 WWE Draft and many expected Miz to fade into obscurity. He proved everyone wrong, though, by winning the United States Championship, the Unified Tag Team Championship and several high-profile matches. Then, in July 2010, Miz's career hit a turning point. By winning the *Raw* Money in the Bank Ladder Match, the Ohio native guaranteed himself a chance to capture his ultimate goal—the WWE Championship. And, on the Nov. 22, 2010 edition of Monday Night *Raw*, The Miz finally made good on his persistent threats, successfully cashing in his WWE Championship opportunity on a vulnerable Randy Orton to capture the most prestigious prize in sports-entertainment. Following the win, The Miz went on a blistering championship reign, backing up every caustic proclamation of his awesomeness by holding onto the championship for an astounding 160 days. After losing the championship to John Cena at Extreme Rules, The Awesome One continued to hover around the main event scene before aligning himself with R-Truth, who shared Miz's beliefs that the powers that be in WWE were conspiring to keep them down. Their affiliation was short lived, which, honestly, is the best thing for The Miz. He does better on his own, when he doesn't have to share the spotlight...or the mic. The Awesome One proved that on the historic 1,000th episode of *Raw* when he captured the Intercontinental Championship by defeating Christian.

BREAKDOWN



It's awesome! Well...sometimes. Although The Miz can be a little bit one-dimensional, we found some really cool groggy grapples in his move-set to make the experience even more awesome. When your opponent is groggy, use the left stick left with the grapple button to execute a dramatic Snapmare & Big Boot, or hold up on the left stick and grapple to rip off the new Reverse Shoulderbreaker. Our favorite was definitely the Mizard of Oz however (right and grapple) if only for the name. The Miz is good at a lot of things, but it's only fitting that one of his two 90 ratings happens to be in Charisma—even if he is the only one that believes it!

STATS

HEIGHT: 6'2"
WEIGHT: 220 pounds
FROM: Cleveland, OH
CAREER HIGHLIGHTS: WWE Tag Team Champion; World Tag Team Champion; United States Champion; Unified Tag Team Champion; WWE Champion; Intercontinental Champion

ATTRIBUTES

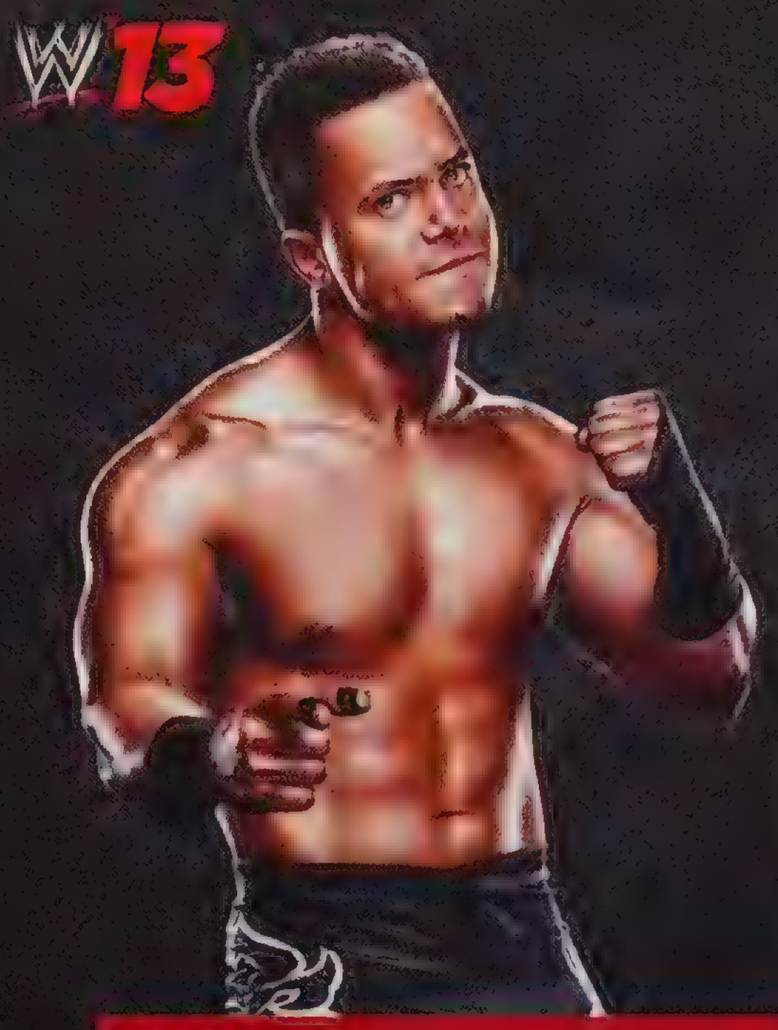
STRIKE POWER:	80	**ADRENALINE:**	80
GRAPPLE POWER:	75	**RECOVERY:**	85
SUBMISSION:	70	**TOUGHNESS:**	75
STRIKE DEFENSE:	85	**DURABILITY:**	80
GRAPPLE DEFENSE:	85	**CHARISMA:**	90
SPEED:	80	**TAG TEAM:**	90
JUMP:	70	**OVERALL:**	88
AGILITY:	80		

ABILITIES

Resiliency	Ring Escape
Hammer Throw	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.1s
Right	4.4s
Down	7.6s
Left	4.4s



PRIMO

STATS

HEIGHT: 5'10"

WEIGHT: 215 pounds

FROM: San Juan, Puerto Rico

CAREER HIGHLIGHTS: WWE Tag Team Champion; Unified Tag Team Champion

ATTRIBUTES

STRIKE POWER: 70	**ADRENALINE:** 75
GRAPPLE POWER: 70	**RECOVERY:** 80
SUBMISSION: 65	**TOUGHNESS:** 70
STRIKE DEFENSE: 70	**DURABILITY:** 70
GRAPPLE DEFENSE: 70	**CHARISMA:** 75
SPEED: 85	**TAG TEAM:** 95
JUMP: 90	**OVERALL:** 81
AGILITY: 90	

ABILITIES

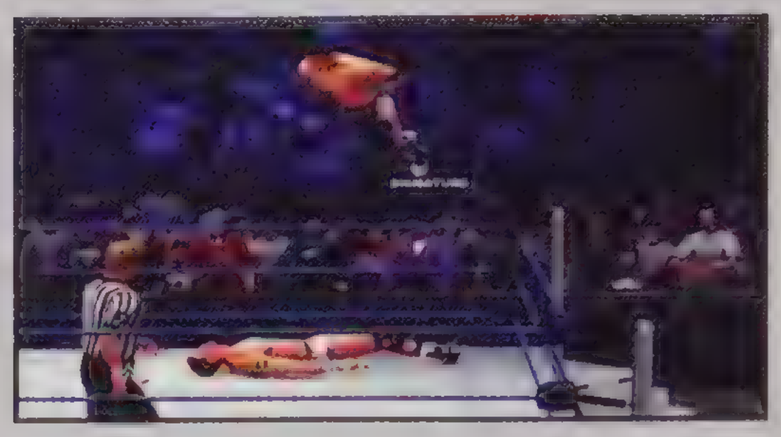
- Dirty Pin
- Leverage Pin
- Outside Dives
- Ring Escape
- Springboard Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	1.9s
Right	1.3s
Down	1.9s
Left	1.3s

SIGNATURE MOVES

DIVING HEADBUTT 5
Dive vs. grounded opponent



FINISHERS

BACK STABBER 2
Standing behind

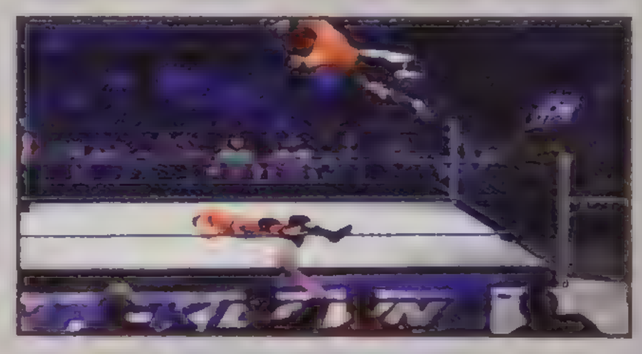
HURRICANRANA 3 (ALTERNATE)
Standing front or running

WWE BIO

San Juan's favorite son, Primo, is the also the son of legendary Latino competitor Carlos Colon. As a child, Primo saw his father compete against the best in the business, forging a passion for the squared circle from a young age, first hitting the ring at 17. Success came early for this agile Superstar. Together, with his brother Carlito, he unified the WWE Tag Team Championships at The 25th Anniversary of *WrestleMania*. He's also mentored Rookies on WWE NXT and formed a brief partnership with Zack Ryder. Now, Primo is tearing up the tag team scene alongside his cousin Epico. The duo combines high-flying mastery with the ruthlessness of hungry hyenas, determined to stay laughing at the expense of anyone who gets in their way.

BREAKDOWN

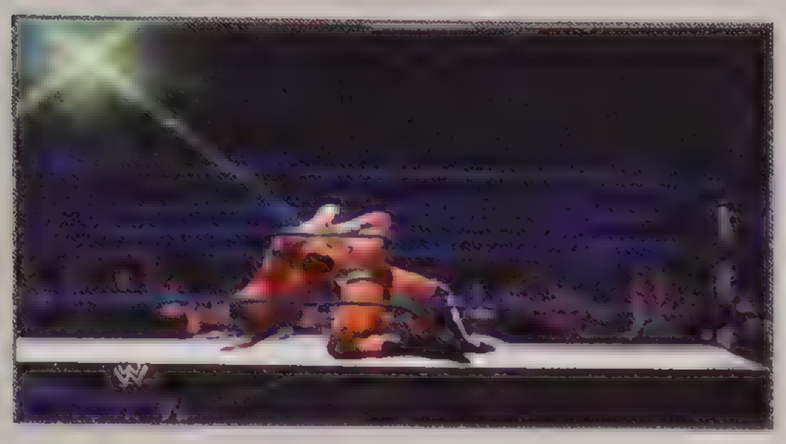
Primo has the fastest Taunt times in the game. Which is good, since you'll need the boost of the Signature Move and Finisher against nearly every other Superstar on the roster. He's got a bunch of abilities and he's not afraid to climb the ropes for some added excitement. Use your speed to keep the match moving all over the ring and ringside, because you'll have a harder time reversing actions with Primo. Break down opponents with Finishers and earn the pinfall. When you get the submission victory with Primo it'll be well-earned.



RANDY ORTON

SIGNATURE MOVES

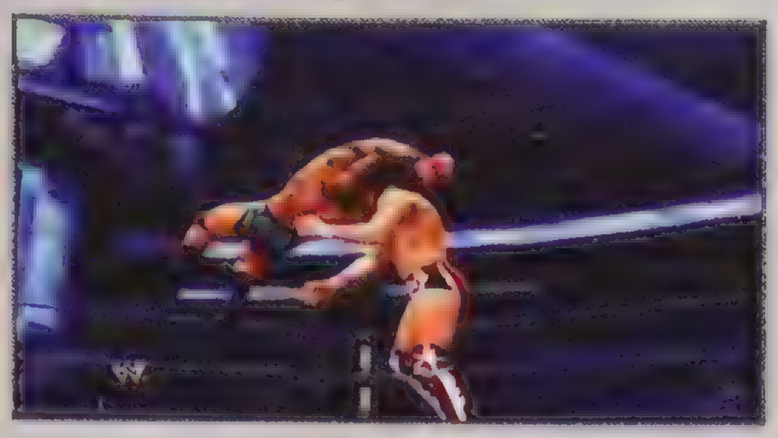
BACKBREAKER 5
Standing front



CANADIAN NECKBREAKER 2
Standing front

FINISHERS

RKO 2
Standing front, running or catch

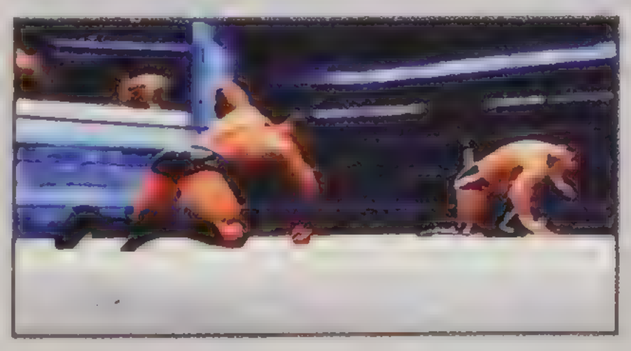


RKO 1
Standing front, running or catch

WWE BIO

Randy Orton was born a WWE Superstar. From the moment he was hatched, The Viper walked among the ring's most revered figures, even calling one of them "dad." His father is WWE Hall of Famer "Cowboy" Bob Orton, his uncle Barry "Barry O" Orton and his grandfather, the late "The Big O," Bob Orton Sr., all fierce and rugged grapplers of their generations. Most kids remember their first ball game or school play; Randy's childhood memories include sitting in the kitchen of his family's St. Louis home with "Rowdy" Roddy Piper and Greg "The Hammer" Valentine, and repairing a broken banister leaned on by Andre the Giant. He wasn't even five years-old when he watched his father knock out "Mr. Wonderful" Paul Orndorff in the main event at the inaugural *WrestleMania*. The voices coiling through Orton's head today have not misguided him. And neither did Triple H and Ric Flair, who groomed Orton early on, welcoming him into their elite faction, Evolution. Under their tutelage, the 24-year-old Orton became the youngest World Heavyweight Champion in history at *SummerSlam* 2004. However, the next night on *Raw*, an envious Triple H, who coveted Orton's Championship, attacked his stable mate and jettisoned him from the faction. The treachery was shocking, but also critical to Randy's own evolution. In the years that followed, he perfected his "Legend Killing" RKO—a signature move named after his own initials and the maneuver's knockout vigor. How feared is it? Just ask the men who've succumbed to a lightning-quick RKO strike from literally every possible angle or position: Mick Foley, Undertaker, Shawn Michaels, Hulk Hogan, Ric Flair and Jake "The Snake" Roberts. As dangerous as he is solo, Orton was arguably even more so lethal when paired with Edge as half of Rated-RKO in 2004, and with The Legacy's Cody Rhodes and Ted DiBiase throughout the "Age of Orton" in 2009. More recently, The Viper's chosen to partner with internal voices stirred by Intermittent Explosive Disorder, a disease marked by extreme outbursts of rage. Though Orton is now presumably IED-free, the effects of his skull-rattling punts to the head linger for its many recipients, including Batista, Dusty Rhodes, half the McMahons and even John Cena's father, to name a few. The Viper returned to action on the July 30, 2012 edition of *Raw*, answering the open challenge of Heath Slater. Orton silenced The One Man Band with a devastating RKO, while letting the WWE Universe know that he's back in the hunt for the World Heavyweight Championship. He made a case for a championship opportunity on the August 20 edition of *Raw*, emphatically defeating Alberto Del Rio. Through championship reigns, a *Royal Rumble* Match victory and more, The Viper's trail has been one blazed more so than slithered. Along that path, he's overcome the likes of everyone from Sgt. Slaughter, Mick Foley and Triple H to Mark Henry, Sheamus and Christian—all fallen prey in the kingdom of WWE's Apex Predator.

BREAKDOWN



Probably the best Wake Up Taunt in the game, Randy Orton pounds his fists into the canvas to have his groggy opponent helplessly rise to meet his demise. RKO! As the cover boy for the *WWE '12*, Orton rated an impressive Overall 94. He's dropped a couple of points in this year's iteration with the inclusion of Jump (75) and a five-point drop here and there, but he is still very good. Orton has good Speed (85) and the new Orton Thesz Press as a running grapple—or Irish whip rebound—for a takedown followed by some snapping punches. All of his Taunts are pretty quick, but you can easily build up momentum with his dangerous and unrelenting move-set.

STATS

HEIGHT: 6'5"
WEIGHT: 235 pounds
FROM: St. Louis, MO
CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; Intercontinental Champion; World Tag Team Champion; 2009 *Royal Rumble* Match winner

ATTRIBUTES

STRIKE POWER:	85	ADRENALINE:	85
GRAPPLE POWER:	85	RECOVERY:	85
SUBMISSION:	80	TOUGHNESS:	85
STRIKE DEFENSE:	90	DURABILITY:	85
GRAPPLE DEFENSE:	90	CHARISMA:	85
SPEED:	85	TAG TEAM:	80
JUMP:	75	OVERALL:	92
AGILITY:	85		

ABILITIES

Hammer Throw	Comeback
Resiliency	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.7s
Right	2.9s
Down	2.7s
Left	2.9s

REY MYSTERIO

STATS

HEIGHT: 5'6"

WEIGHT: 175 pounds

FROM: San Diego, CA

CAREER HIGHLIGHTS: WWE Champion; World Champion; 2006 *Royal Rumble* Match winner; Cruiserweight Champion; WWE Tag Team Champion; WCW Tag Team Champion; WCW Cruiserweight Tag Team Champion; Intercontinental Champion

ATTRIBUTES

STRIKE POWER:	75	**ADRENALINE:**	90
GRAPPLE POWER:	70	**RECOVERY:**	90
SUBMISSION:	70	**TOUGHNESS:**	75
STRIKE DEFENSE:	90	**DURABILITY:**	70
GRAPPLE DEFENSE:	95	**CHARISMA:**	90
SPEED:	100	**TAG TEAM:**	85
JUMP:	100	**OVERALL:**	90
AGILITY:	100		

ABILITIES

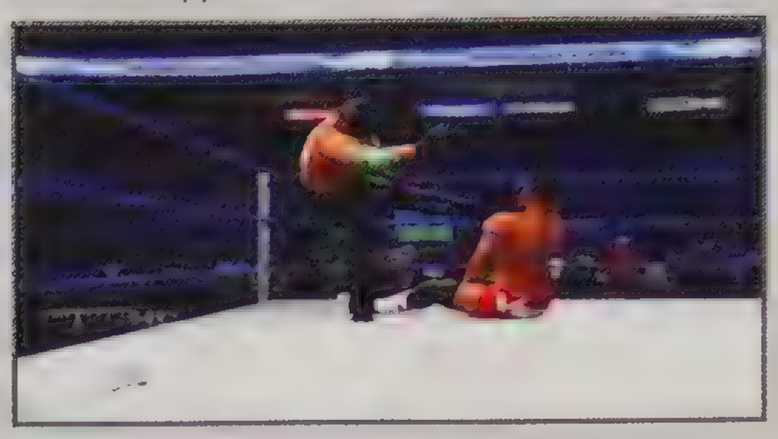
- Resiliency
- Comeback
- Outside Dives
- Springboard Dives
- Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.0s
Right	2.6s
Down	3.0s
Left	2.6s

SIGNATURE MOVES

MYSTERIO MIDDLE KICK
Grounded opponent near side

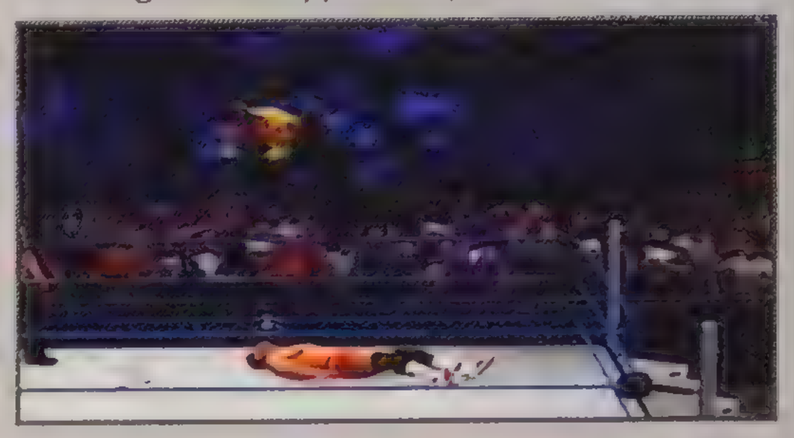


LOU THESZ PRESS 2
Running or Irish whip rebound

FINISHERS

THE 619
Groggy opponent against second rope (standing front)

FROG SPLASH 1
Dive vs. grounded opponent (pin combo)



SUNSET FLIP POWERBOMB 2 (ALTERNATE)
Standing front (pin combo)

WWE BIO

He stands only 5-foot-6 and barely weighs 175 pounds, but a lack of size hasn't stopped the incomparable Rey Mysterio from achieving giant dreams, like capturing the WWE Championship or outlasting 30 Superstars to win the *Royal Rumble*. Whether he's standing up to a dangerous giant like Kane or flying down from the top of a steel cage, The Ultimate Underdog is a competitor who refuses to be intimidated. Trained in the proud Mexican tradition of lucha libre before he was even old enough to drive, Rey Mysterio adopted his ring name in tribute to his uncle and hid his face under a mask as lucha custom dictates. In a world of hooded high-flyers, the exhilarating Mysterio stood out enough to earn the attention of ECW and WCW where his thrilling bouts with such rivals as Eddie Guerrero and Psicosis became the stuff of legend among sports-entertainment fans. His greatest successes, however, were realized after joining WWE in 2002. First establishing himself in the cruiserweight and tag team divisions, the Mexican Superstar soon proved that size doesn't matter when he beat the odds to win the *Royal Rumble* Match in 2006. From there, Mysterio accomplished the inconceivable when he won the World Heavyweight Championship at *WrestleMania 22*, becoming the smallest Superstar ever to hold that championship. Mysterio's accomplishments did not end there. The Master of the 619 has West Coast Popped his way to victory over such standouts as CM Punk, Chris Jericho and JBL, and earned both the Intercontinental and WWE Championships along the way. Although he was sidelined for nearly a year after a vicious attack from the snide Alberto Del Rio in August 2011, the masked Superstar made a thrilling return to *Raw* on July 16, 2012 and made it clear that he's gunning for The Miz and the Intercontinental Championship. A hero and inspiration to the WWE Universe, Rey Mysterio continues to show that it's not the size of the man in the lucha that counts, but the size of the lucha in the man.

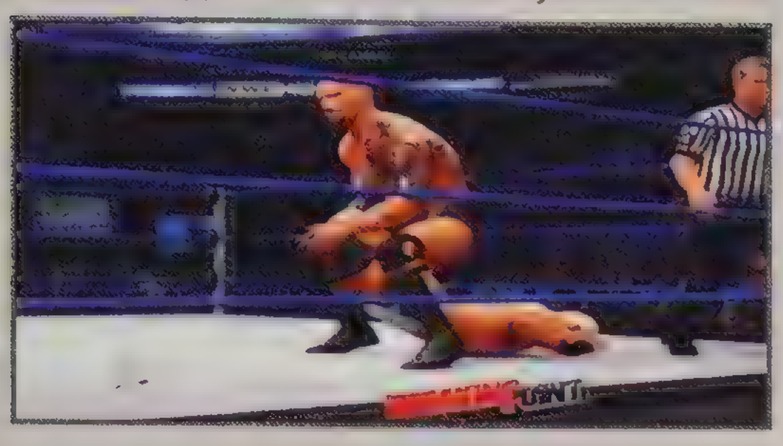
BREAKDOWN

Who doesn't like Rey Mysterio? In this year's version of the game, his famous Finisher The 619 is easier to perform, as pressing the Finisher button against a standing opponent launches Mysterio into a Hurricanrana Whip into the second rope as an automatic set up for The 619. He's advanced to three 100 ratings (Jump, Agility and Speed) so he hops up onto the turnbuckle like a cat and he has five other attributes in the 90s. Pepper your opponent with Springboard Dives and Outside Dives if they escape the ring. With all the options for him, we liked the drama of hitting The 619 and then climbing to the top rope and using a Wake Up Taunt. Press strike or grapple for a diving attack and pin combo option to end the match by pinfall.

THE ROCK

SIGNATURE MOVES

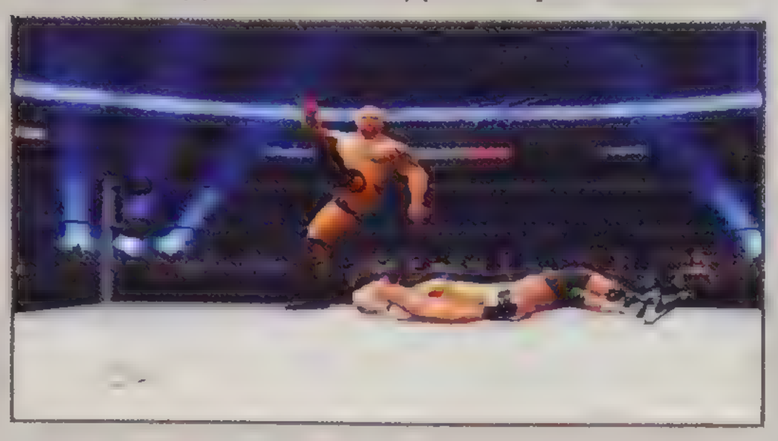
SHARPSHOOTER
Grounded opponent near lower body



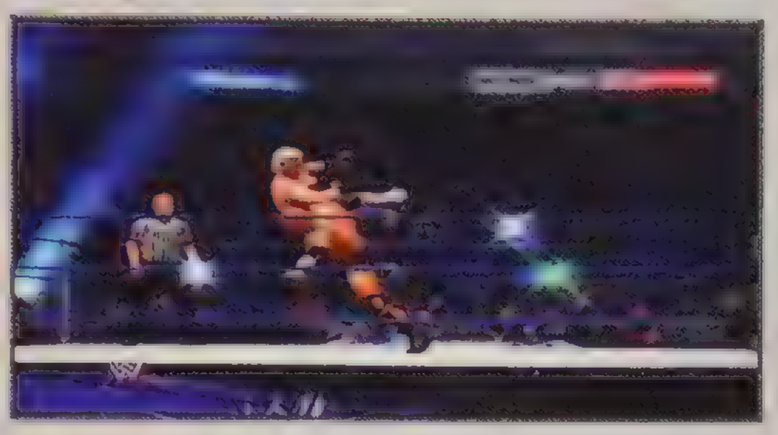
SPINEBUSTER 11
Standing front or Irish whip rebound

FINISHERS

PEOPLE'S ELBOW
Grounded opponent near upper body



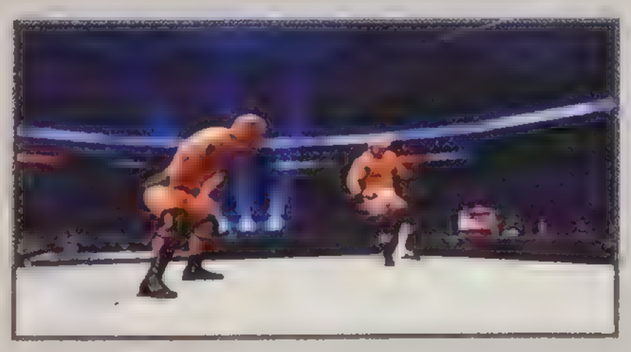
ROCK BOTTOM
Standing front



WWE BIO

He's been dubbed The People's Champion and The Most Electrifying Man in All of Entertainment, but mere words fail to capture the essence of the most charismatic Superstar of all time. Although the catchphrase "boots to asses" comes awfully close. The first third-generation Superstar in WWE history, the man born Dwayne Johnson was destined for sports-entertainment immortality since birth, but his rise to the status of a pop culture icon was harder to predict. In the time since he made his debut as a grinning good guy at the 1996 *Survivor Series*, The Brahma Bull has won seven WWE Championships, headlined *WrestleMania*, hosted "Saturday Night Live," written a New York Times bestselling autobiography and starred in films like "Fast Five" and "The Game Plan," which have grossed literally billions of dollars. And, the amazing thing is, he's just getting started. Son of WWE Hall of Famer Rocky Johnson, the University of Miami football standout showed promise early when he won the Intercontinental Championship within months of first setting foot in the ring. From there, The Rock's momentum never slowed as he laid the smackdown on "Attitude Era" rivals like Stone Cold Steve Austin and Triple H while spouting off endless catchphrases that immediately became part of national conversation. With one eyebrow cocked, The People's Champion would warn jabronis to "Know your role and shut your mouth" or "Just bring it!" before delivering his devastating finishing maneuver, The Rock Bottom, on the way to victory. The 6-foot-5 competitor was soon fielding offers to star in films like "The Scorpion King" and "Gridiron Gang" thanks to the endless charisma and sex appeal he exuded in the squared circle. Now a Hollywood leading man, The Rock left WWE to pursue his acting career, only to return to the ring against John Cena in the main event of *WrestleMania XXVIII*—and prove to WWE's newest generation of fans that he truly is The Most Electrifying Man in All of Entertainment. The Rock returned again at *Raw's* historic 1,000th episode, where he announced that he will face whoever is the WWE Champion at *Royal Rumble* for the WWE Championship in January 2013!

BREAKDOWN



The Rock is—as expected—very good with a 93 Overall rating. He's got some big grapples to do damage with. Do not listen to the haters! Taunt, Taunt Taunt! He's got 100 Charisma, so if you don't taunt, it's like Sin Cara not diving. The Rock takes a bit of time in his animation so Hammer Throw your opponent out of the ring or into a corner and perform your Taunt. For some pretty interesting strikes, lead with a head punch and get into a Wrist Lock Chain Grapple (left stick right and grapple). Tap grapple again to unleash a vicious clothesline that sends your opponent flipping to the mat. It's a great lead in to the People's Elbow Finisher.

STATS

HEIGHT: 6'5"
WEIGHT: 260 pounds
FROM: Miami, FL
CAREER HIGHLIGHTS: WWE Champion; WCW Champion; Intercontinental Champion; World Tag Team Champion; *Royal Rumble* winner (2000); WCW Champion

ATTRIBUTES

STRIKE POWER:	80	ADRENALINE:	90
GRAPPLE POWER:	85	RECOVERY:	90
SUBMISSION:	90	TOUGHNESS:	85
STRIKE DEFENSE:	85	DURABILITY:	85
GRAPPLE DEFENSE:	85	CHARISMA:	100
SPEED:	80	TAG TEAM:	80
JUMP:	75	OVERALL:	93
AGILITY:	80		

ABILITIES

Move Thief	Resiliency
Hammer Throw	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.5s
Right	4.0s
Down	4.5s
Left	4.0s

R-TRUTH

STATS

HEIGHT: 6'2"
WEIGHT: 220 pounds
FROM: Charlotte, NC
CAREER HIGHLIGHTS: United States Champion; WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER:	75	**ADRENALINE:**	80
GRAPPLE POWER:	80	**RECOVERY:**	80
SUBMISSION:	70	**TOUGHNESS:**	75
STRIKE DEFENSE:	80	**DURABILITY:**	75
GRAPPLE DEFENSE:	80	**CHARISMA:**	85
SPEED:	80	**TAG TEAM:**	90
JUMP:	100	**OVERALL:**	87
AGILITY:	95		

ABILITIES

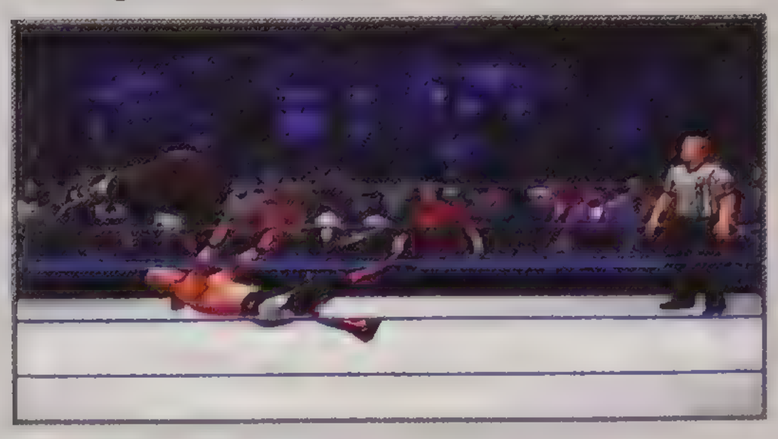
Hammer Throw	Leverage Pin
Outside Dives	Springboard Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.8s
Right	1.9s
Down	5.8s
Left	2.0s

SIGNATURE MOVES

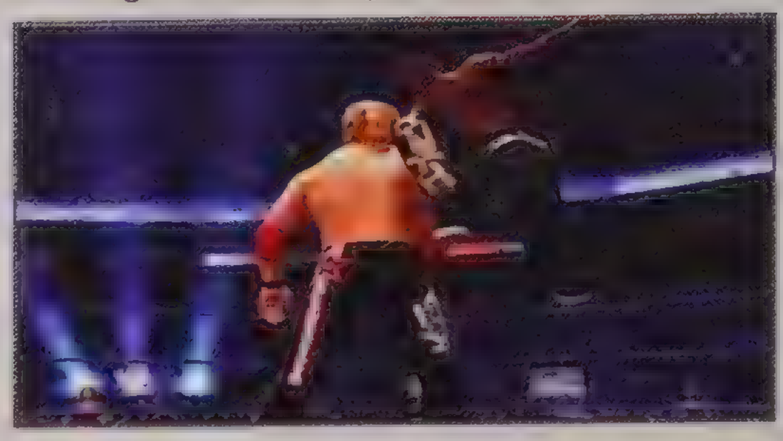
LIE DETECTOR
Running or Irish whip rebound



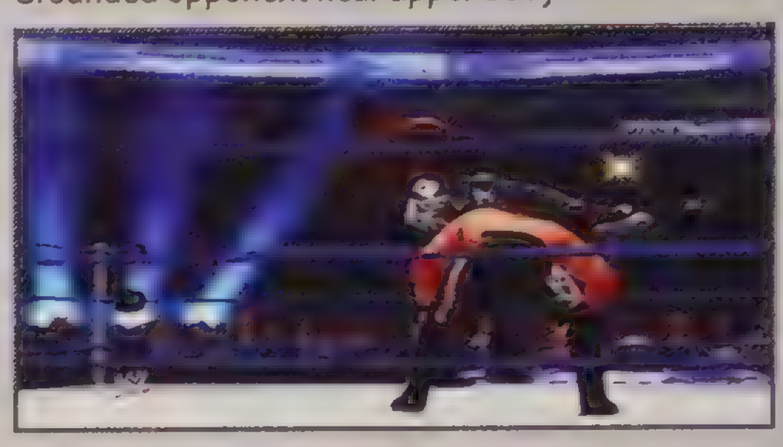
TRUTH OR CONSEQUENCES
Standing front

FINISHERS

JUMPING COMPLETE SHOT
Standing front or running



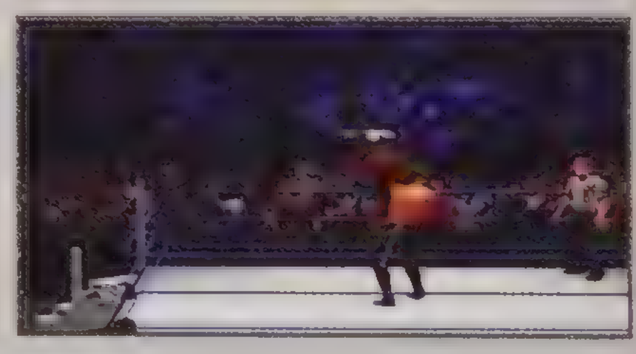
CORKSCREW AXE KICK
Grounded opponent near upper body



WWE BIO

R-Truth might just be the kookiest person outside of a padded cell. After making his debut in WWE as spirited renegade known for his ringside rapping, Truth excited WWE fans young and old with his explosive offense and energetic entrance. But, it wasn't long before a darker side of the Superstar began to take hold. The truth, as he claims, set him free, but from the perspective of the rest of the WWE Universe, R-Truth slowly tilted toward madness in 2011. Truth turned on the people—the "Jimmys," as he describes them—claiming that there were conspiracies at work in WWE that held him back and kept him from reaching his true potential. His paranoia soon turned vicious, leading him to cripple John Morrison and ignite a war with Rey Mysterio before going completely bonkers, donning a Confederate soldier's uniform and ransacking arena merch stands in pursuit of John Cena merchandise. Truth found company with The Miz, a similarly-jilted Superstar, and the two waged war on WWE as Awesome Truth, a tag team out to uncover the supposed unjust underbelly of WWE. They made waves as a duo, even taking on the team of The Rock and John Cena at *Survivor Series*. However, a loss in that match prompted an ugly falling out between the conspiracy theorists. Now, the WWE Universe finds itself entertained by R-Truth's zany conversations with invisible friends (or are they enemies?) and simply unpredictable behavior. And he's found a perfect partner in crime in Kofi Kingston as the duo captured the WWE Tag Team Championships in April 2012. Now that's "what's up!"

BREAKDOWN



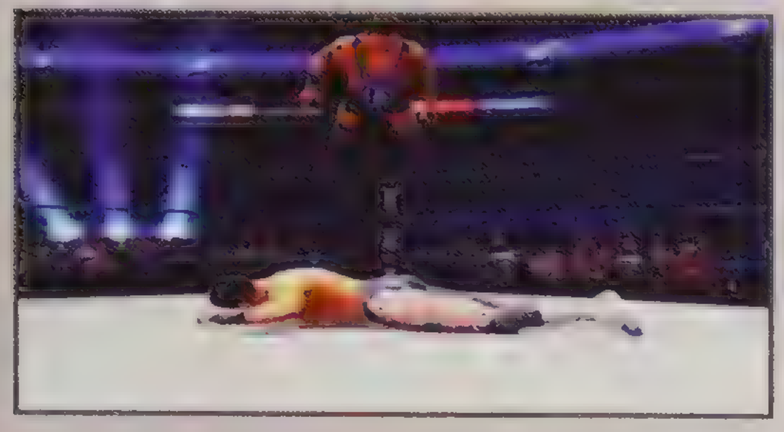
Take it to the air with R-Truth. He's got a 100 for Jump and 95 for Agility so he can get up on the top rope and attack from just about any distance. His Over Castle and 450 Splash are awesome attacks off the turnbuckle. If your opponent tries to escape out of the ring, hit them with a quick Vaulting Body Press as an Outside Dive. He's got some quick right and left Taunts, so utilized them to open up power Signature Moves and Finishers to multiply the damage his shots do to the opponent.

SANTINO MARELLA

SIGNATURE MOVES

DIVING HEADBUTT 2
Corner opponent front

HEADBUTT 4
Grounded opponent near side



FINISHERS

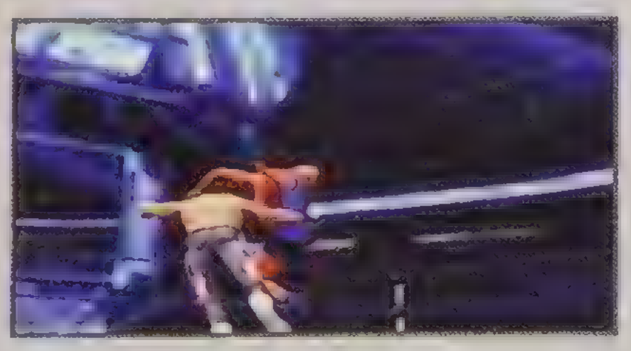
SANTINO COBRA 2
Standing front

SANTINO STUNNER
Standing front

WWE BIO

Don't believe in miracles? Try telling that to Santino Marella, the recipient of the divine intervention that transpired in Milan on April 16, 2007. During *Raw's* first-ever broadcast in Italy, Marella was a young fan in the front row who not only accepted Mr. McMahon's open challenge to face the nigh-unstoppable Umaga, but inexplicably defeated The Samoan Bulldozer for the Intercontinental Championship. Initially, many believed this Italian braggadocio's stay in WWE had the lasting power of an all-froth cappuccino—offering subtle hints of finely ground flavor, though ultimately providing a tasteless imbalance of foam and espresso. But Santino Marella is no stale cannoli. In fact, he has made a career out of improbable moments that have been savored to the delight of the WWE Universe. He's captured the attention of more than a few Divas (even before he shaved his unibrow), as well as his share of championships, both as an individual and a tag partner. He had the fastest elimination in 2009's *Royal Rumble* (1.9 seconds in 2009)—a feat that only he could dare claim as a badge of honor. And if you think he's the only successful Marella in his family, bear in mind that his "twin sister" Santina is a former "Miss *WrestleMania*." Yes, Santino Marella's time in WWE has been nothing if not unique—and certainly not without its share of success. In addition to his Intercontinental Championship reign, Marella also laid claim to the United States Championship in March 2012. His championship run came to a crashing halt against Antonio Cesaro at The 25th Anniversary of *SummerSlam*, but the Italian rapscallion can still boast about having the eighth-longest reign since the championship was reinstated by WWE in 2003. But the WWE Universe already knows full well that this lovable Italian, coiling a green-socked "Cobra" on his right hand, is a gifted competitor and a true showman. Whether he's in the ring competing, on the mic butchering the English language or trumpeting his invisible brass band in celebration, the WWE Universe knows that it's going to be entertained.

BREAKDOWN



What's not to love? The guy plays an invisible trombone and does the sign of the cross before he does a diving headbutt. Santino is our go-to when it comes to playing as a middle-of-the-pack Superstar, and his Move Thief ability is just gravy. Santino performing the People's Elbow on The Rock—classic! Even his Taunts are hilarious. Be a little crafty with this guy though, if you go heads up with most Superstars, you'll lose the battle. Mix up your strikes and grapples, and use his better than average speed to keep ahead of the big guys. Mix in a Bulldog running grapple here and there to flip the advantage. If you get into trouble, go ringside and Taunt.

STATS

HEIGHT: 6'0"
WEIGHT: 233 pounds
FROM: Calabria, Italy
CAREER HIGHLIGHTS: United States Champion; Intercontinental Champion; WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	ADRENALINE: 85
GRAPPLE POWER: 75	RECOVERY: 80
SUBMISSION: 75	TOUGHNESS: 80
STRIKE DEFENSE: 75	DURABILITY: 75
GRAPPLE DEFENSE: 75	CHARISMA: 90
SPEED: 80	TAG TEAM: 85
JUMP: 80	OVERALL: 86
AGILITY: 80	

ABILITIES

Move Thief	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.1s
Right	5.0s
Down	2.8s
Left	1.7s

SHEAMUS

STATS

HEIGHT: 6'4"

WEIGHT: 267 pounds

FROM: Dublin, Ireland

CAREER HIGHLIGHTS: WWE Champion; U.S. Champion; 2010 *King of the Ring*; 2012 *Royal Rumble* Match winner; World Heavyweight Champion

ATTRIBUTES

STRIKE POWER:	90	**ADRENALINE:**	80
GRAPPLE POWER:	90	**RECOVERY:**	80
SUBMISSION:	80	**TOUGHNESS:**	80
STRIKE DEFENSE:	85	**DURABILITY:**	80
GRAPPLE DEFENSE:	85	**CHARISMA:**	90
SPEED:	75	**TAG TEAM:**	75
JUMP:	75	**OVERALL:**	90
AGILITY:	70		

ABILITIES

Hammer Throw

Comeback

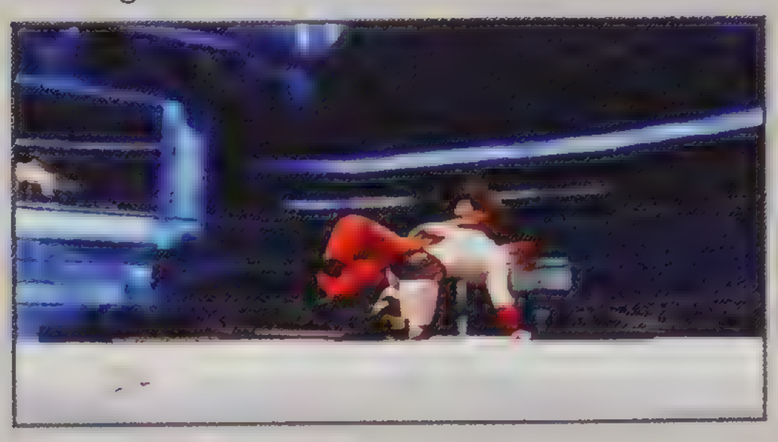
Resiliency

TAUNT TIMES

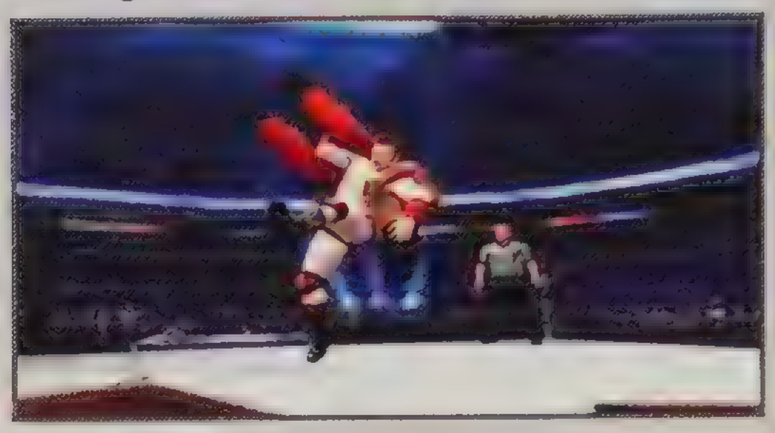
D-PAD DIRECTION	TIME
Up	4.0s
Right	2.6s
Down	4.0s
Left	2.6s

SIGNATURE MOVES

IRISH CURSE
Standing front



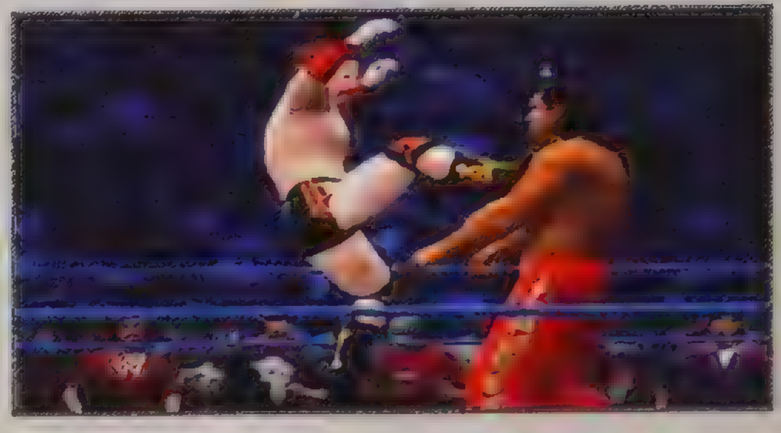
WHITE NOISE 2
Standing front



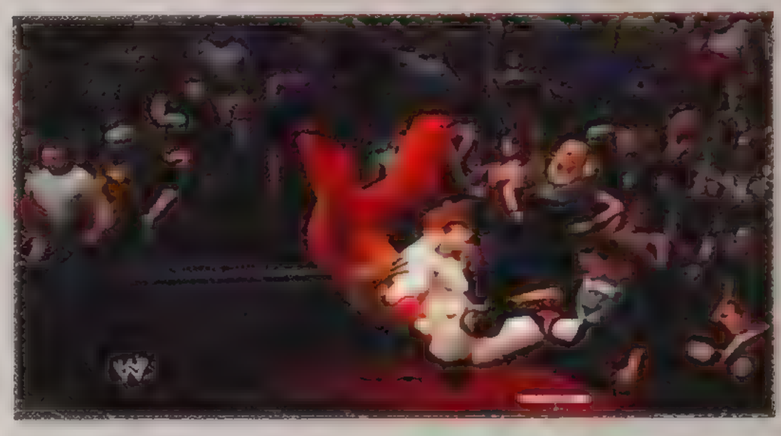
FINISHERS

HIGH CROSS 2
Standing front

BROGUE KICK
Running or Irish whip rebound



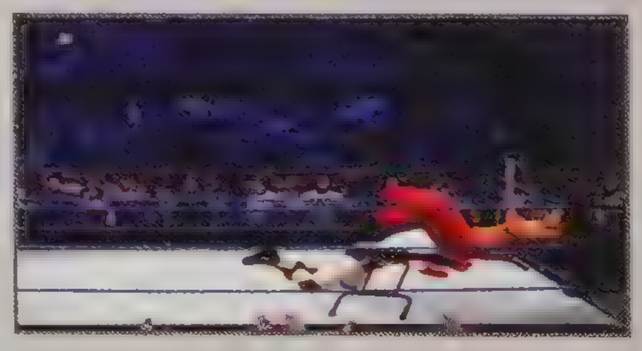
WHITE NOISE 2 (ALTERNATE)
Standing front



WWE BIO

With a red-hot temper that matches his fiery head of hair, Sheamus never backs down from a fight, and has never been in one he didn't think he could win. Hailing from Dublin, Ireland, Sheamus brings to the ring a ferocious offensive style that harkens to his noble and heroic Celtic ancestors. Whether by upbringing or by birthright, this modern-day Celtic Warrior was fated for combat, and when he emerged in ECW in 2009, he quickly made WWE his battleground. After journeying from The Land of the Extreme to Monday Night *Raw* in October 2009, the aptly named "Great White" ravenously sunk his teeth into the competition, engaging in a high-profile rivalry with John Cena in pursuit of the WWE Championship. At WWE TLC, the ginger-headed juggernaut clashed with the Cenation leader in a pine-splintering Tables Match and defeated Cena to become the first-ever Irish-born WWE Champion. Not resting on his laurels following a momentous victory over one of the most decorated WWE Superstars in history, The Celtic Warrior continued to collect accolades, winning the 2010 *King of the Ring* and capturing the illustrious United States Championship in March of that year. After winning the 2012 *Royal Rumble*, Sheamus paved his *Road to WrestleMania* and defeated World Heavyweight Champion Daniel Bryan in a record-setting 18 seconds to win the championship. Although Sheamus thrived off his ability to raise the ire of the WWE Universe by pummeling their heroes—namely Cena, Triple H and Randy Orton—the boos directed at him were eventually replaced by thunderous cheers after he was drafted to *SmackDown* in 2011. As one of the most dominant and feared ring warriors competing on the blue brand, Sheamus was lauded when he willfully and courageously stood in the path of the rampaging Mark Henry in the weeks leading up to *SummerSlam* 2011. Despite his frequent allusions to his Celtic roots, Sheamus has proven to the entire WWE Universe that his success has little to do with the legendary "luck of the Irish." On the contrary, this pale-skinned pugilist chalks up his meteoric WWE career to his powerhouse offense, which includes his ring-shaking High Cross and face-smashing Brogue Kick, along with an innate Celtic thirst for battle.

BREAKDOWN

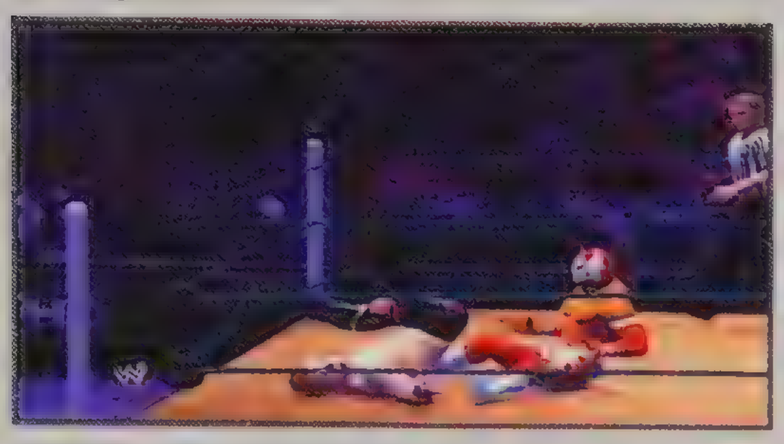


With all the action Sheamus saw in the *WWE '12* Villain Story, he certainly got a power upgrade in the off-season. Coming in at a 90 Overall the Celtic Warrior shares 90s in Strike Power, Grapple Power and...wait for it...Charisma! He's great at reversing strikes and grapples and he has the Comeback ability if you need it. Don't be shy bring the fight to your opponent with the Running STO (run and hold grapple) and he's got a great bunch of Directional Throw Finishers, Signature Moves, and grapples in his move-set. Toss your opponent through the table in a Tables or TLC match with the High Cross or White Noise off the top of the ladder is good too (if you've got a Finisher stored). Keep the right and left Taunts coming to build momentum.

SIN CARA

SIGNATURE MOVES

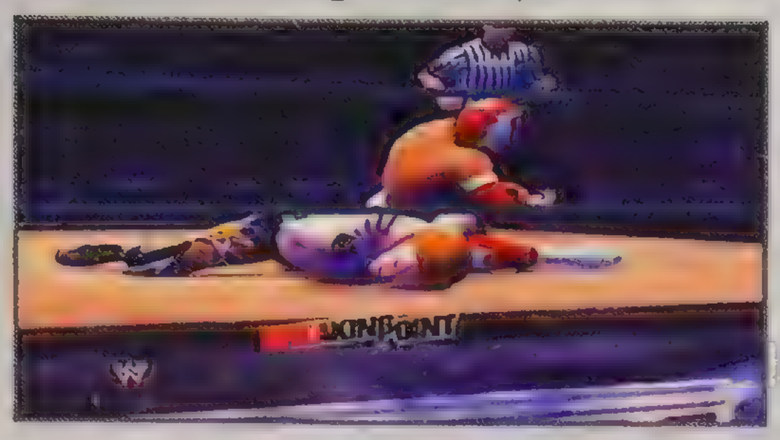
ROLLING YOSHI TONIC
Running



TILT-A-WHIRL SMALL PACKAGE (HOLD RB OR R1)
Running (pin combo)

FINISHERS

TILT-A-WHIRL ARMBAR
Standing front, running or Irish whip rebound



AVALANCHE FLIP BOTTOM
Corner opponent top rope front

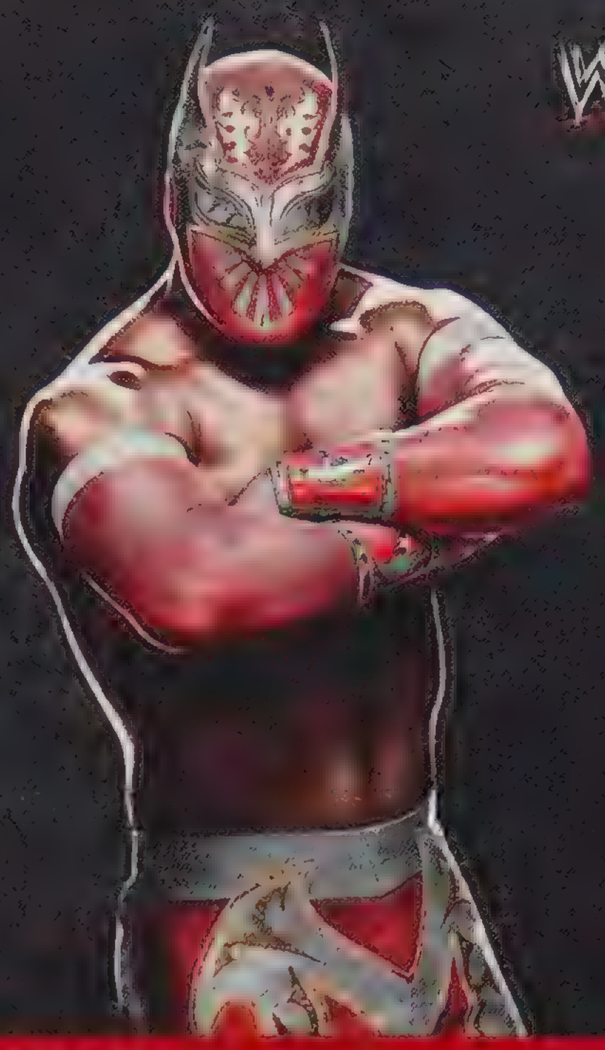
FLIP PILEDRIVER (ALTERNATE)
Standing front

WWE BIO

Having already forged a strong international following, Sin Cara, known for his high-flying style and awe-inspiring acrobatics, set his sights on reaching new heights of global success with WWE. The most popular luchador in Mexico became a welcome a huge acquisition by WWE, and debuted on Monday Night *Raw* the night after *WrestleMania XXVII*, April 4, 2011. A second-generation performer, Sin Cara (whose name literally means "without face") began in Mexico at the tender age of 15 and has never looked back. With his roots firmly bedded in the art of lucha libre, he exudes charisma, agility and a deep love and loyalty for his Mexican heritage. In WWE, the soaring Superstar birthed a new legacy, wowing viewers around the world with spectacular displays of agility and airborne attacks. But in the summer of 2011, Sin Cara started to display a much more aggressive style in the ring. Soon after on *SmackDown*, he spoke for the first time in English and explained his actions, but more importantly, described himself as the "real Sin Cara." The situation would only become more puzzling when the world learned that there was not one, but two Sin Caras in WWE! In the weeks that followed, tension grew between the dueling doppelgangers and following multiple physical exchanges between the two, the WWE Universe wondered which mysterious masked man was the actual Sin Cara. Ultimately, the grappler who stayed true to his original blue and gold hues stood tall in a climactic clash held in Mexico City, where the rivalry was rooted. In a Mask vs. Mask Match, Sin Cara defeated and unmasked his black hooded enemy, now known as Hunico. While the bad blood between Sin Cara and his archrival looks to be as permanent as El Ángel de la Independencia (Mexico City's most recognizable landmark), the now red-and-white adorned warrior seeks to ascend the greatest heights in WWE—at altitudes with which he's clearly most comfortable.

BREAKDOWN

Playing as Sin Cara is a must for anyone opening the box on *WWE '13*. Sure, he's 5-foot-7. Sure, he's 180 pounds. His move-set will blow your mind! He flips over his opponents on multiple moves, and securing the pin on a Tilt-A-Whirl Small Package is legendary. Attack from everywhere. Use his Outside Dives ability to run and Rope Flip to smash an unsuspecting opponent amid a taunt animation. He's the one of the only Superstars with three 100 ratings. Every other rating is pretty mediocre, so utilize his strengths to overcome his weaknesses. He's got a submission as a Finisher, but you'd better have damaged the arm pretty well to wager on using it with just an 80 submission rating. Keep the battle high-flying and speedy.



STATS

HEIGHT: 5'7"
WEIGHT: 180 pounds
FROM: Mexico City, Mexico

ATTRIBUTES

STRIKE POWER: 75	ADRENALINE: 85
GRAPPLE POWER: 70	RECOVERY: 75
SUBMISSION: 80	TOUGHNESS: 70
STRIKE DEFENSE: 75	DURABILITY: 75
GRAPPLE DEFENSE: 85	CHARISMA: 80
SPEED: 100	TAG TEAM: 85
JUMP: 100	OVERALL: 87
AGILITY: 100	

ABILITIES

- Outside Dives
- Leverage Pin
- Springboard Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.6s
Right	3.5s
Down	4.6s
Left	3.2s

TED DIBIASE

STATS

HEIGHT: 6'3"
WEIGHT: 214 pounds
FROM: Madison, MS
CAREER HIGHLIGHTS: World Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	ADRENALINE: 80
GRAPPLE POWER: 75	RECOVERY: 75
SUBMISSION: 80	TOUGHNESS: 70
STRIKE DEFENSE: 75	DURABILITY: 70
GRAPPLE DEFENSE: 75	CHARISMA: 75
SPEED: 75	TAG TEAM: 80
JUMP: 80	OVERALL: 82
AGILITY: 80	

ABILITIES

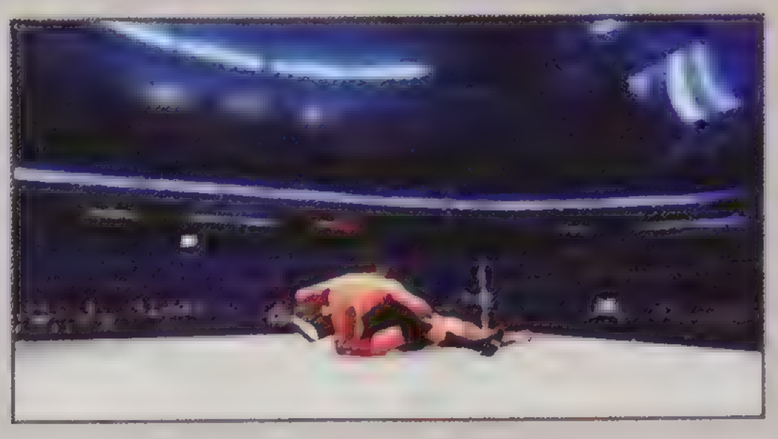
Hammer Throw	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.7s
Right	4.2s
Down	2.7s
Left	4.2s

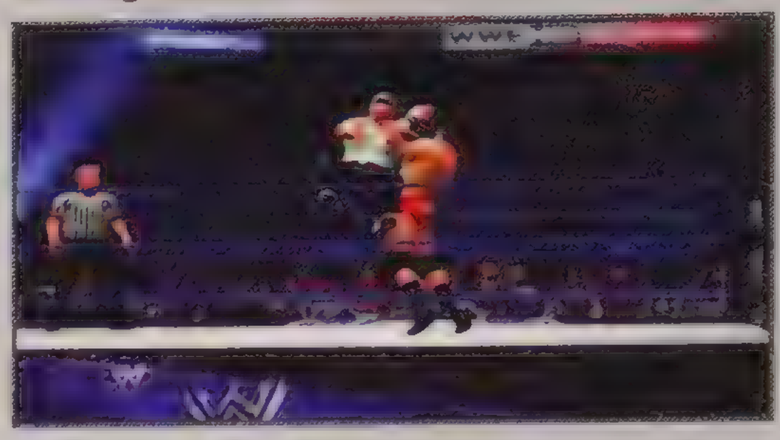
SIGNATURE MOVES

SPINEBUSTER 3
Standing front or Irish whip rebound (pin combo)

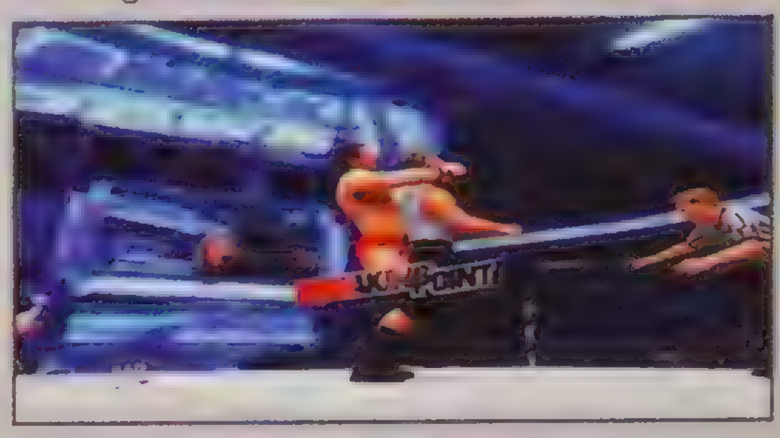


FINISHERS

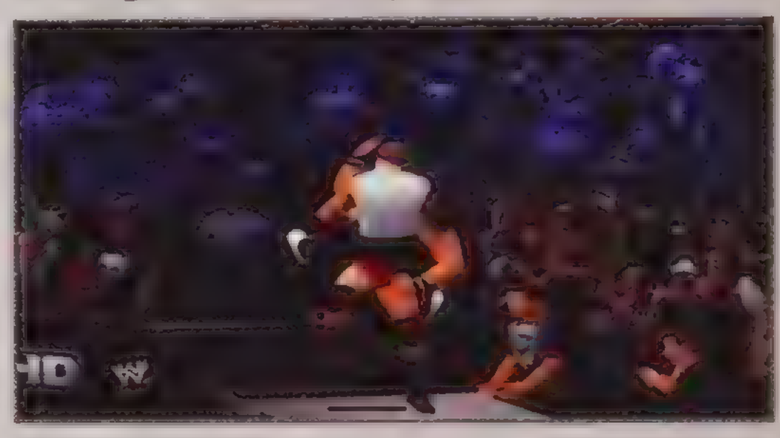
DREAM STREET
Standing behind



COBRA CLUTCH
Standing behind



SIT-OUT SPINEBUSTER (ALTERNATE)
Standing front or Irish whip rebound



WWE BIO

Wanna have a good time? Join the Posse—The DiBiase Posse, that is. Ted DiBiase—the third-generation Superstar, and son of Hall of Famer "Million Dollar Man" Ted DiBiase—paid his dues to earn a spot on the WWE roster. He trained with WWE Hall of Famer Harley Race and dominated the independent circuit, all in preparation for his WWE debut. DiBiase has made it clear he has one thing on his mind—championship glory—which he got his first taste of by winning the World Tag Team Championships alongside Cody Rhodes at Night of Champions 2008. From there, the aggressive upstart found himself among the prestigious company of Randy Orton and his Legacy. Having also embarked on a career in Hollywood, DiBiase made his feature film debut in WWE Studios' "The Marine 2." Following his foray into cinema, he went right back to focusing on his in-ring career, jumping over to *SmackDown* in the April 2011 Draft, where the son of The Million Dollar Man teamed up with his former Legacy cohort, Cody Rhodes, once again. But, DiBiase's real breakout role has only just begun. As the leader of The DiBiase Posse, Ted has reached out to the WWE Universe in a way that no other Superstar has before by scoping out arena parking lots before shows, and looking for fans to hang with. His following has grown. His name is getting bigger. And, if you happen to attend one of his DiBiase Posse parties, you'll be able to say you hung out with a future WWE Champion. Bank on it.

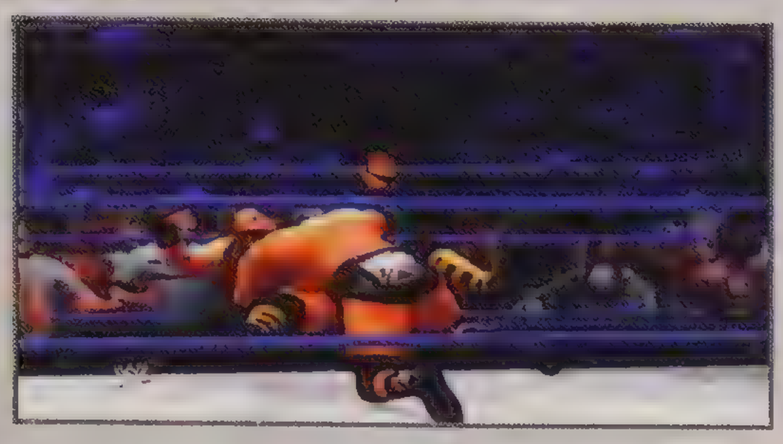
BREAKDOWN

Ted DiBiase might be light on abilities and one of the lowest-rated Overall Superstars in the game, but he is not terrible in any one area. He will be a challenge against better and more durable Superstars but if you stay in control of the match and advance to the Signature Move and Finisher, you should be able to make a fight out of it with his Spinebuster and Dream Street. Use his Hammer Throw to clear your opponent out of the ring and alternate the up and down Taunts to boost momentum. Although he's got a Breaking Point Submission in his repertoire of Finishers, you'd better save it for the second Finisher or do some serious damage to the opponent beforehand. He's an 80 in Submission, which is just good—not great—for a Superstar with a submission as one of his Finishers.

TRIPLE H

SIGNATURE MOVES

SPINEBUSTER 4
Standing front or Irish whip rebound

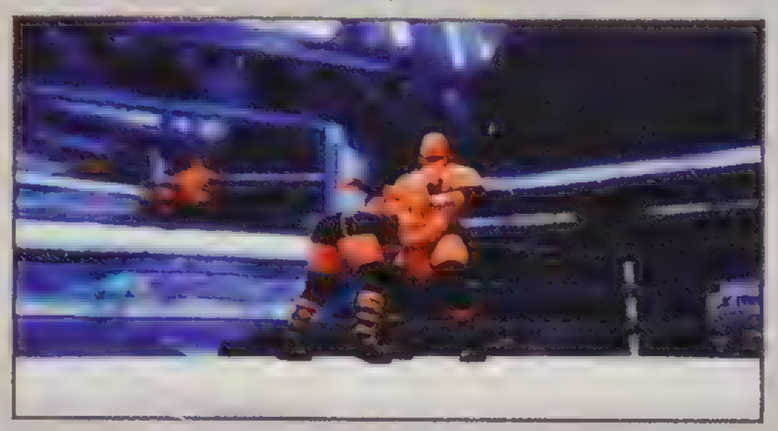


FACEBUSTER KNEE SMASH
Standing front, running or Irish whip rebound

FINISHERS

PEDIGREE 2
Standing front

PEDIGREE 1
Standing front or Irish whip rebound



WWE BIO

He's The King of Kings, a nickname with no hint of exaggeration considering that Triple H is essentially WWE royalty. From his days as a Greenwich snob, to his era-defining run as a co-founder of D-Generation X, to the time he spent shepherding future main eventers Randy Orton and Batista toward WWE greatness in Evolution, Triple H hasn't just existed on the cutting edge, he's been the one sharpening the blade. A 13-time World Champion, The Game has clashed with a litany of ring legends to seize the throne as The King of Kings. The Rock, Stone Cold Steve Austin, Ric Flair, Shawn Michaels, Undertaker, John Cena, even WWE Chairman Mr. McMahon—each mowed down by the sledgehammer-wielding fist of The Cerebral Assassin. He has methodically and systematically usurped sports-entertainment, capturing every major WWE championship (multiple times), the *King of the Ring* crown, a *Royal Rumble* Match victory (2002) and the marquee spot at *WrestleMania* on several occasions, all throughout a career that spans nearly two decades. As The Game's role within WWE shifted from active competition, he used his squared circle acumen to nab the championship of Chief Operating Officer and steer WWE toward some it's most exciting and controversial moments in 2011. A bitter, personal rivalry with anti-authority crusader CM Punk tested Triple H's resolve, and a mutiny by the whole *Raw* roster made it clear that even the combined power of an entire locker room couldn't keep him down. Both situations necessitated The Cerebral Assassin's return to the ring and, during each encounter—not to mention his five-star classic bout against The Phenom at *WrestleMania XXVII*—he demonstrated that, whether in a suit or trunks, he can still compete at the most elite level without missing a beat. At *WrestleMania XXVIII*, after four years of battles between Triple H, Undertaker and Shawn Michaels, the trio participated in a post-bout curtain call that truly signified The End of an Era. Triple H's passion for the squared circle burns hot and ensures that, no matter his role in WWE, those who choose to play The Game should be prepared to play by his rules. Unfortunately, The Cerebral Assassin has had to deal with Brock Lesnar breaking those rules at every turn since the freakish brute's return to WWE on the night after *WrestleMania XXVIII*. The WWE COO also couldn't escape the taunts of Lesnar's representative, Paul Heyman, who has slapped Triple H with lawsuits and insulted his family. Three months after a heated confrontation with Lesnar where he broke The Game's arm, The King of Kings finally came face to face with Lesnar at The 25th Anniversary of *SummerSlam*. And despite mustering up a tenacious and valiant effort, The Game learned a painful lesson in helplessness as he was unable to overpower the beastly competitor. After the match, a humbled Triple H refused medical treatment - it was revealed the following morning that Lesnar had again broken his arm—and apologized to the capacity crowd that counted on him to get Lesnar under control. The look of defeat on Triple H's face was a new sight for the WWE Universe, and one that left everyone asking: Is The Game finally over? On the August 27 edition of *Raw*, The Cerebral Assassin addressed questions about his future, reminisced on his career and thanked the WWE Universe for their support. While it remains to be seen if Triple H will ever don the boots again, The Game remarked that he hopes he has left a mark inside the squared circle.

BREAKDOWN

Triple H is a WWE icon. He's big and strong, a crowd favorite, brings it to the ring and the board room, and he's even married to the boss's daughter. If you played *WWE '12*, you got to know him and his Pedigree Finisher very well in the *Road to WrestleMania* mode. He's still a dominating force in the ring, with 90 or above in six attribute categories, and he's lucky enough to have both the Comeback and Move Thief abilities at his disposal. Use his quick Taunts (up and down are the quickest) after a big move to keep the momentum growing, but keep control of the opponent. When you open up the Signature Move, Irish whip your opponent and use the Facebuster Knee Smash. Follow with another Irish Whip and use your Finisher to stop the opponent with a gut kick into the Pedigree for some added drama.

STATS

HEIGHT: 6'4"

WEIGHT: 255 pounds

FROM: Greenwich, CT

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; Intercontinental Champion; Unified WWE Tag Team Champion; World Tag Team Champion; European Champion; 1997 *King of the Ring*; 2002 *Royal Rumble* Match winner; WWE Chief Operating Officer

ATTRIBUTES

STRIKE POWER:	90	**ADRENALINE:**	80
GRAPPLE POWER:	90	**RECOVERY:**	80
SUBMISSION:	85	**TOUGHNESS:**	85
STRIKE DEFENSE:	85	**DURABILITY:**	90
GRAPPLE DEFENSE:	90	**CHARISMA:**	95
SPEED:	70	**TAG TEAM:**	90
JUMP:	70	**OVERALL:**	93
AGILITY:	70		

ABILITIES

Move Thief	Resiliency
Hammer Throw	Comeback

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.2s
Right	2.6s
Down | 1.8s
Left | 3.8s

UNDERTAKER

STATS

HEIGHT: 6'10"

WEIGHT: 299 pounds

FROM: Death Valley

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; World Tag Team Champion; WCW Tag Team Champion; Hardcore Champion; undefeated at *WrestleMania* (20-0)

ATTRIBUTES

STRIKE POWER:	85	ADRENALINE:	75
GRAPPLE POWER:	90	RECOVERY:	80
SUBMISSION:	90	TOUGHNESS:	85
STRIKE DEFENSE:	90	DURABILITY:	85
GRAPPLE DEFENSE:	85	CHARISMA:	95
SPEED:	80	TAG TEAM:	95
JUMP:	70	OVERALL:	93
AGILITY:	70		

ABILITIES

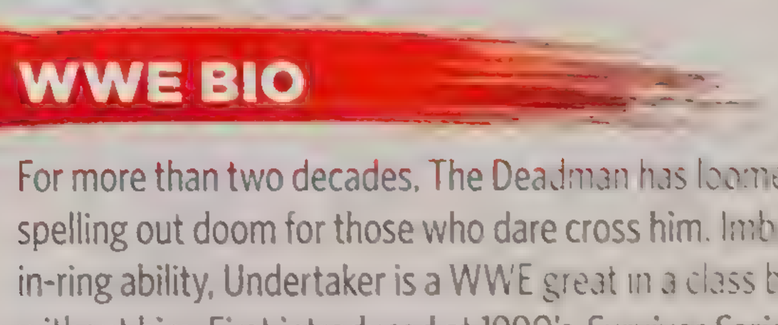
Hammer Throw	Comeback
Resiliency	Outside Dives

TAUNT TIMES

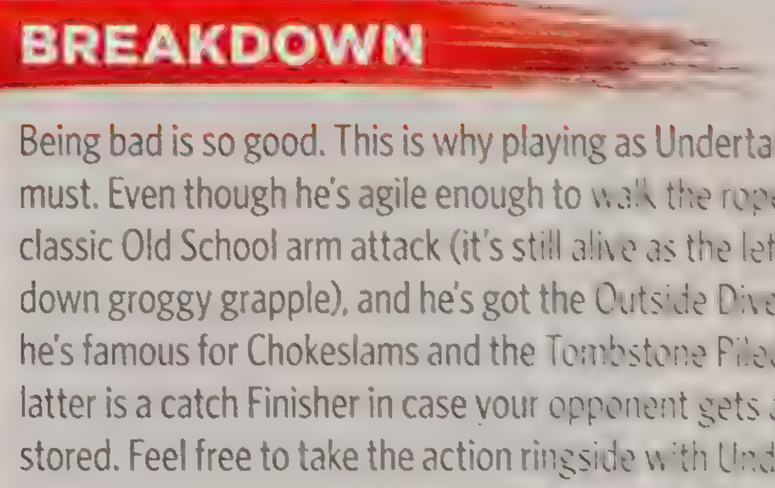
D-PAD DIRECTION	TIME
Up	3.5s
Right	3.5s
Down	6.6s
Left	3.5s

SIGNATURE MOVES

CHOKESLAM 1
Standing front, Irish whip rebound or catch

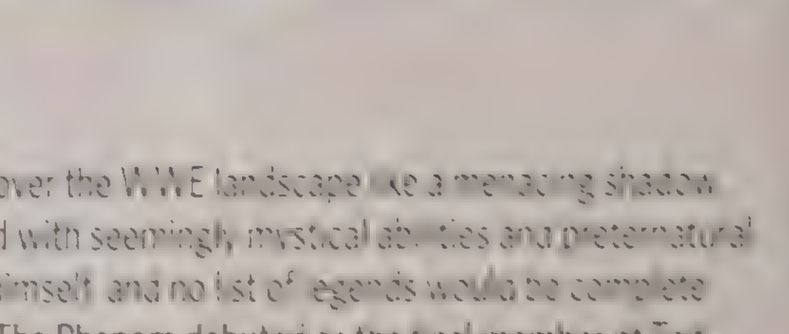


THE LAST RIDE
Standing front

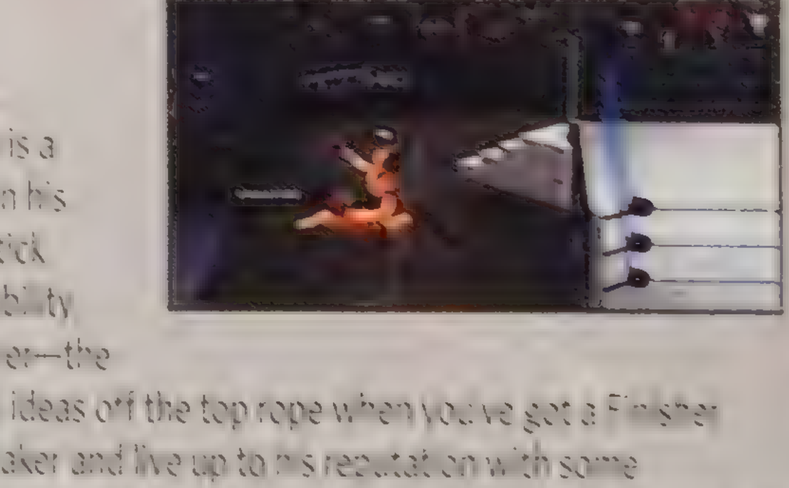


FINISHERS

TOMBSTONE PILEDRIVER 3
Standing front or catch (pin combo)



HELL'S GATE
Grounded opponent near lower body



WWE BIO

For more than two decades, The Deadman has loomed over the WWE landscape like a menacing shadow spelling out doom for those who dare cross him. Imbued with seemingly mystical abilities and preternatural in-ring ability, Undertaker is a WWE great in a class by himself, and no list of legends would be complete without him. First introduced at 1990's *Survivor Series*, The Phenom debuted as the final member of Ted DiBiase's "Million Dollar Team." It wasn't long before he began to battle with Hulk Hogan, then at the top of the food chain in WWE. This clash set the tone for Undertaker's dominant career. No one was too big and no one was safe from his gloved grip. A multiple WWE and World Heavyweight Champion, a six-time tag team championship holder and a *Royal Rumble* winner in 2007, Undertaker's accomplishments in WWE have cemented his place among the greatest in the game. But it is one achievement that stands out above all others; one that is likely never to be topped. Since Tombstoning "Superfly" Jimmy Snuka at *WrestleMania* IX in 1991, Undertaker has enjoyed a winning streak at The Show of Shows that stands at an astounding 20-0. Shawn Michaels, Triple H, Jake "The Snake" Roberts, Randy Orton, Kevin Nash and many more have fallen at The Deadman's hand, leaving the WWE Universe to believe that this record will perhaps never be blemished for the rest of time. A true, in-ring pioneer, Undertaker has also been part of many WWE firsts including the inaugural Hell in a Cell Match in October 1997, the first-ever Casket Match at *Survivor Series* 1992 and the first-ever Buried Alive match in 1996. In the face of all challenges, The Phenom has risen stronger and mightier than ever, serving as sports-entertainment's grim reaper of justice—his name permanently etched like an epitaph on the history books of WWE. It seems that no grave can hold him, no good will claim him and no devil will have him. In the end, there can only be one suitable resting place for the almighty Deadman: the WWE Hall of Fame.

BREAKDOWN

Being bad is so good. This is why playing as Undertaker is a must. Even though he's agile enough to walk the ropes in his classic Old School arm attack (it's still alive as the left stick down groggy grapple), and he's got the Outside Dives ability he's famous for Chokeslams and the Tombstone Piledriver—the latter is a catch Finisher in case your opponent gets any ideas off the top rope when you've got a Finisher stored. Feel free to take the action ringside with Undertaker and live up to his reputation with some environmental grapples or an OMG through the barricade. But, the real fun comes when you can surprise the opponent with a Hell's Gate submission attempt (Undertaker rates a 90 Submission) which is a nice modified gogoplata choke. Store two Finishers and use a Tombstone Piledriver to soften up the opponent's head and follow it with Hell's Gate for the tap out.

WADE BARRETT

SIGNATURE MOVES

DIVING ELBOW DROP 9
Corner opponent front

FINISHERS

WASTELAND
Standing front

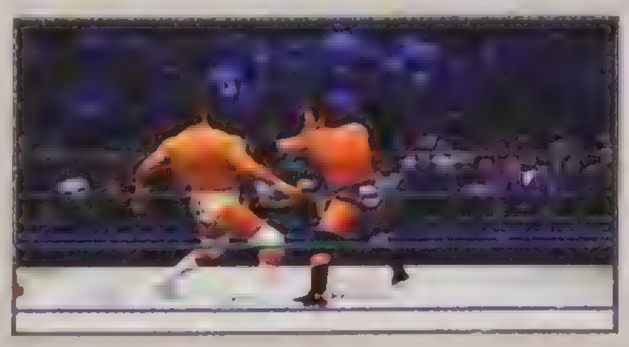
WINDS OF CHANGE
Standing front or Irish whip rebound

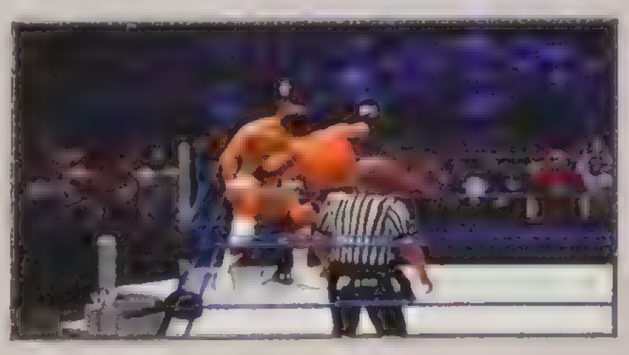
WWE BIO

Trained in bare-knuckle brawling on the mean streets of Manchester, England, Wade Barrett brings strength, arrogance and cunning to the ring in equal measure. He's also imbued with confidence and eloquence, character traits that have propelled the cocky young Brit to the top ranks in WWE. Since coming to WWE prominence as the winner of WWE NXT season one, Barrett has proven that he's not content to merely share the spotlight with his fellow Superstars. He wants total control, and he's willing to do whatever it takes to get it. After winning NXT, Barrett shocked the WWE Universe by forming the splinter group The Nexus and staging a hostile takeover on *Raw*. The Nexus quickly made their intentions clear following their debut, running roughshod on Monday nights and promoting an agenda of fear and intimidation. Barrett's cold and ruthless leadership proved difficult to withstand. Even the mighty John Cena couldn't withstand the onslaught, first becoming a lackey to Barrett's goon squad and then being unceremoniously ousted from WWE after Barrett ordered his firing. After Cena was reinstated, Barrett jumped over to *SmackDown*, forming The Corre, intent on dominating Friday nights just as handily as he had Mondays. Shortly thereafter, Barrett defeated Kofi Kingston to become the Intercontinental Champion. He then used The Corre as hired muscle to ensure that he would keep the championship gold until the group imploded along with Wade's Intercontinental Championship reign. With no other Superstars at his side, the scheming Superstar employed his self-proclaimed "Barrett Barrage"—a one-man mission of mercilessness that targeted even those at WWE's peak, most notably, Randy Orton. Barrett remains unchanged in his perpetual search for domination. As long as there is authority, Wade Barrett will be there to not only challenge it, but also uproot it and attempt to take its place. As long as this bare-knuckled Brit is on the prowl, the world of WWE is just a little less safe than it once was.

BREAKDOWN

Wade Barrett is a big, tough guy and is spends most of his time in the WWE causing trouble. Use this to your advantage! He's got the Ring Escape and Dirty Pin abilities, both of which can come in handy against more difficult opponents. Although his Signature Move and Finishers lack a bit of variety, consistently peppering opponents with his technically sound bare-knuckled lead jab (85 Strike Power) is super-fun. He's equally good with his grappling however (85 Grapple Power), so unload on the head of your opponent to quickly get them to a groggy state. Slam down a Wasteland Finisher and grab the pinfall for the win.





STATS

HEIGHT: 6'7"
WEIGHT: 246 pounds
FROM: Manchester, England
CAREER HIGHLIGHTS: Intercontinental Champion; NXT Season 1 winner

ATTRIBUTES

STRIKE POWER	85	ADRENALINE	85
GRAPPLE POWER	85	RECOVERY	80
SUBMISSION	75	TOUGHNESS	75
STRIKE DEFENSE	85	DURABILITY	80
GRAPPLE DEFENSE	80	CHARISMA	80
SPEED	75	TAG TEAM	80
JUMP	70	OVERALL	87
AGILITY	70		

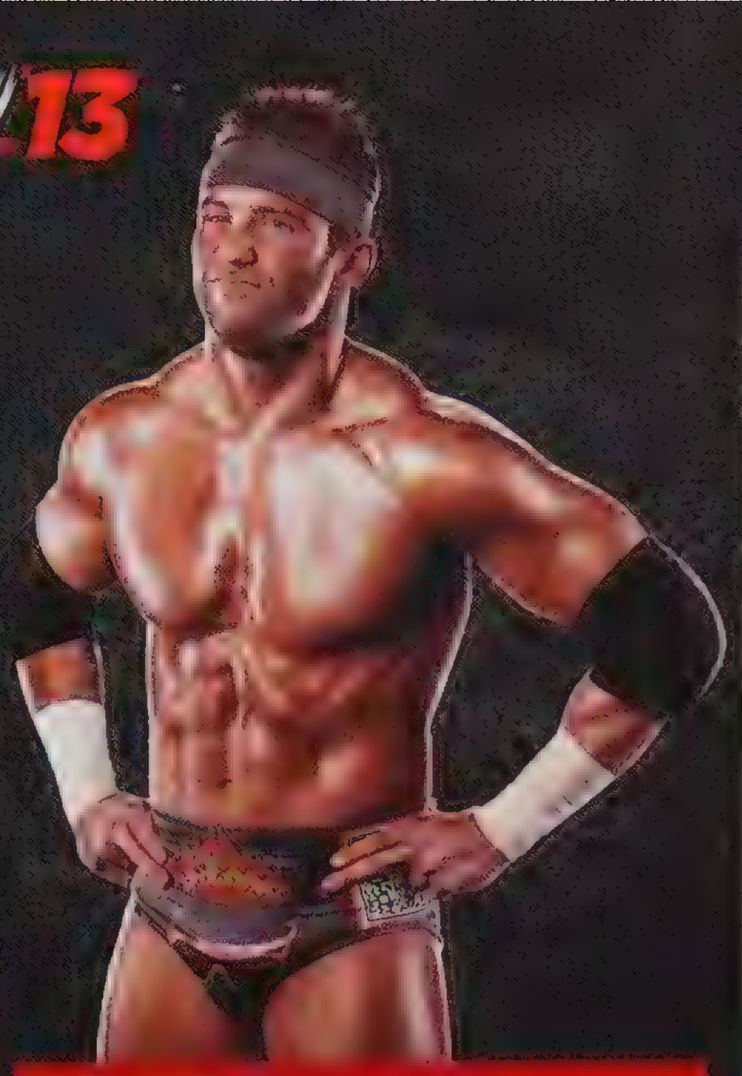
ABILITIES

Hammer Throw
Dirty Pin
Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.9s
Right	3.1s
Down	3.9s
Left	3.8s

ZACK RYDER



STATS

HEIGHT: 6'2"

WEIGHT: 214 pounds

FROM: Long Island, NY

CAREER HIGHLIGHTS: United States Championship; WWE Tag Team Champion; Assistant to the *SmackDown* General Manager

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 85
GRAPPLE POWER: 80	**RECOVERY:** 75
SUBMISSION: 70	**TOUGHNESS:** 75
STRIKE DEFENSE: 75	**DURABILITY:** 75
GRAPPLE DEFENSE: 75	**CHARISMA:** 90
SPEED: 80	**TAG TEAM:** 75
JUMP: 80	**OVERALL:** 85
AGILITY: 80	

ABILITIES

Hammer Throw

Leverage Pin

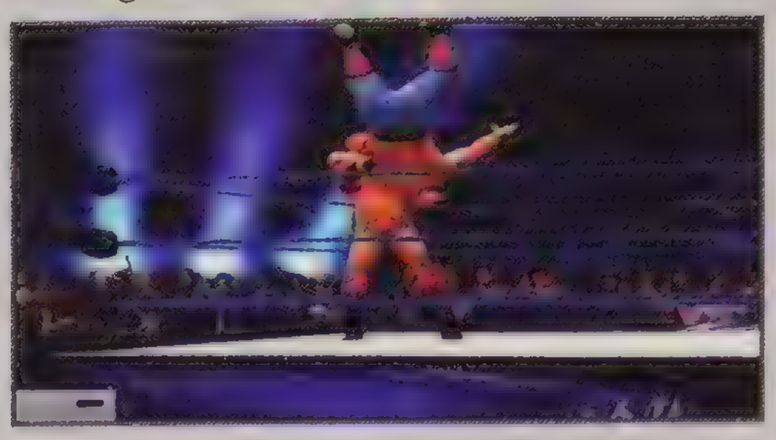
Outside Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.4s
Right	3.1s
Down	4.4s
Left	3.1s

SIGNATURE MOVES

SAVING GRACE
Standing behind



RYDER BOOT
Corner opponent seated on mat

FINISHERS

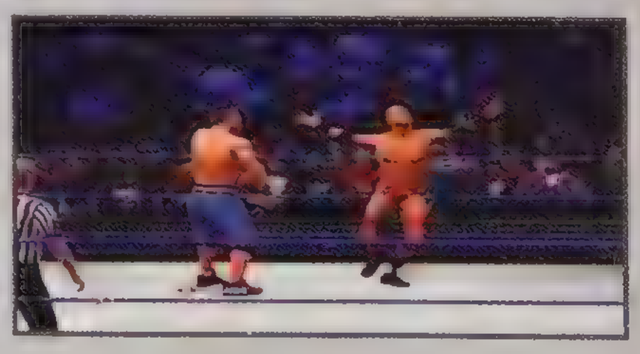
ROUGH RYDER
Standing front, running or Irish whip rebound

ZACK ATTACK
Standing front

WWE BIO

Some Superstars wait their entire careers for an opportunity to come along. Zack Ryder went out and created his own. The self-described "Long Island Iced-Z" first gained prominence by hitching his wagon, along with then-partner Curt Hawkins, to a major star: The Rated-R Superstar, Edge. During that time, Ryder showed that, although he can be a goofball at times, he's more than willing to step up when called on a deliver the win. Together with Hawkins (as a part of the villainous faction La Familia), Ryder managed to capture the WWE Tag Team Championship, defeating Jesse & Festus and Finlay & Hornswoggle at The Great American Bash in 2008. When La Familia splintered in 2009, Zack was cut adrift, eventually turning up on ECW with a totally new look and a catchphrase that would soon be heard in arenas around the world...and computers as well: "Woo Woo Woo! You know it!" After circling around the bottom of the card for more than a year, Zack became disenfranchised with his place in the WWE picture. Knowing he had more to offer, he took a Flip cam and some ingenuity and created "Z! True Long Island Story." Debuting on YouTube in February 2011, the show quickly became a sensation, racking up viewer upon viewer each week. Before long, Zack Ryder signs began cropping up at WWE events, WWE fans became obsessed with spiking their hair and chants of "Woo Woo Woo!" echoed from the rafters. Inspired by his overwhelming Twitter, Facebook and YouTube success, Zack introduced the Internet Championship on his web show and the self-christened championship holder soon found himself being endorsed by the likes of John Cena, who supported Ryder online and on TV. As time went on, the groundswell could no longer be ignored, and Zack Ryder became a fixture on *Raw*. During his slow climb up the Monday night ladder, Ryder teamed up with Hollywood icon Hugh Jackman to defeat Dolph Ziggler, paired with John Cena in *Raw* main events and initiated the first-ever WWE "Twitition" to earn a United States Championship Match. Before long, Ryder most "liked" achievement, however, was his triumph at WWE TLC 2011 where Long Island Iced-Z unseated rival Ziggler for the U.S. Championship. Zack Ryder is the definition of a 21st century Superstar. Using the internet and social media, he created his own opportunity and fanned the flames of popular opinion all on his own. Now that he's reached the top of the WWE ladder, nothing's going to knock him down. You know it.

BREAKDOWN



We are under the spell. A true underdog story, Zack Ryder is definitely fun to play. Use his Hammer Throw and Outside Dives to keep some control over more dominant Superstars and Taunt frequently—he's got a 90 in Charisma—to build momentum and open up his devastating Signature Moves and Finishers. Don't be afraid to use the corners for some added punch! The Ryder Boot followed by a Wake Up Taunt and a Rough Ryder Finisher is a pretty humiliating experience for any opponent. Settle in for a pin and than tweet your friends. Like!

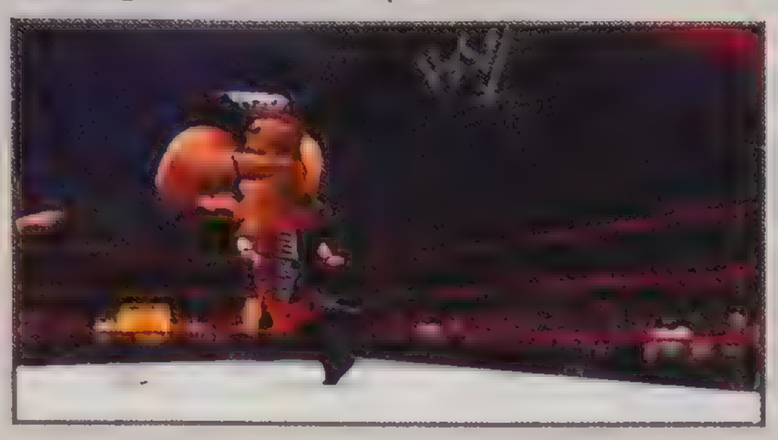
ANIMAL

SIGNATURE MOVES

SHOULDER BLOCK 1
Running or Irish whip rebound

FINISHERS

POWERSLAM 5
Standing front or Irish whip rebound

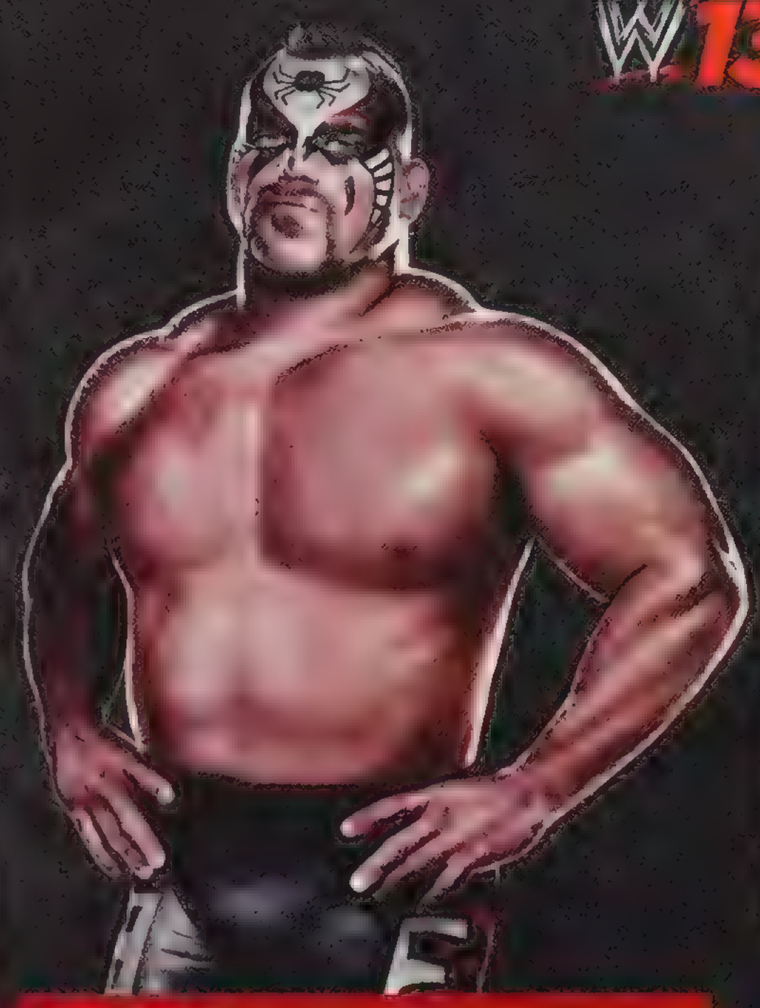


WWE BIO

Animal, one half of the "Legion of Doom," the Road Warriors, was a different breed of man than what fans had seen before. A physical powerhouse, Animal didn't beat his opponents as much as he beat them down. Intimidation was a big part of his game, and when he'd stride to the ring with shoulder pads adorned with massive steel spikes, it was hard not to be taken aback. It can be argued that in his heyday with tag-team partner, Hawk, no men ever put a scare into opponents more than the Road Warriors. As great as the Road Warriors were in their prime of the 1980s, they returned to WWE during the "Attitude Era" and re-asserted their dominance, regaining the World Tag Team Championship. Animal returns to the ring in *WWE '13* in all his glory, ready to pound a hapless opponent through the mat once more.

BREAKDOWN

Team up with Hawk to attack your opponents with fantastic tag team maneuvers like the Flying Shoulder Block and, of course, their Tag Team Finisher Doomsday Device. By himself, Animal is pretty limited with his special moves, but his move-set is chock full of the old-school Clotheslines and Scoop Slams. He's a powerful striker and grappler at 85 but at a 65 Speed rating, he's well slower than average. Use his strength to overpower your opponents. We slammed them to the mat, followed with an Elbow Drop and picked them up of the mat for another round.



STATS

HEIGHT: 6'1"

WEIGHT: 305 pounds

FROM: Chicago, IL

CAREER HIGHLIGHTS: World Tag Team Champions; NWA Tag Team Champion; AWA World Tag Team Champions; NWA National Tag Team Champions; NWA International Tag Team Champions; WWE Hall of Fame Class of 2011

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 80
GRAPPLE POWER: 85	**RECOVERY:** 85
SUBMISSION: 75	**TOUGHNESS:** 85
STRIKE DEFENSE: 80	**DURABILITY:** 75
GRAPPLE DEFENSE: 80	**CHARISMA:** 80
SPEED: 65	**TAG TEAM:** 100
JUMP: 70	**OVERALL:** 87
AGILITY: 75	

ABILITIES

Hammer Throw

Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.4s
Right	6.3s
Down	2.8s
Left	6.3s

BIG BOSS MAN

STATS

HEIGHT: 6'6"
WEIGHT: 315 pounds
FROM: Cobb County, GA
CAREER HIGHLIGHTS: World Tag Team Champion; Hardcore Champion

ATTRIBUTES

STRIKE POWER:	75	**ADRENALINE:**	80
GRAPPLE POWER:	80	**RECOVERY:**	80
SUBMISSION:	75	**TOUGHNESS:**	95
STRIKE DEFENSE:	80	**DURABILITY:**	90
GRAPPLE DEFENSE:	80	**CHARISMA:**	80
SPEED:	70	**TAG TEAM:**	70
JUMP:	60	**OVERALL:**	86
AGILITY:	65		

ABILITIES

Dirty Pin
Hammer Throw
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.1s
Right	2.2s
Down	2.7s
Left	2.5s

SIGNATURE MOVES

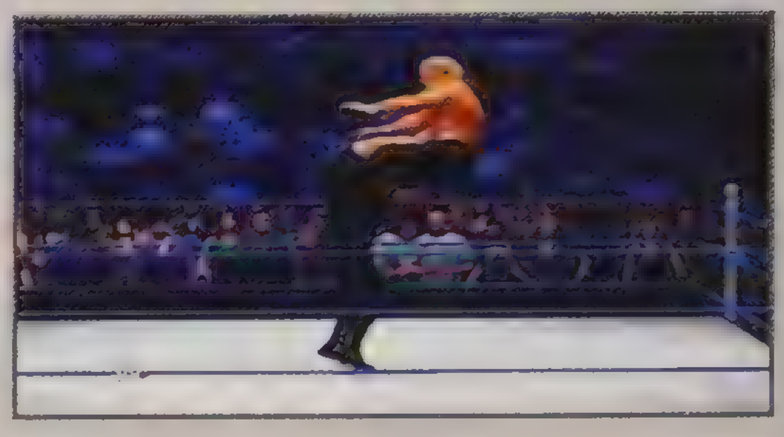
UPPERCUT 3
Standing front

BIG BOOT 3
Running or Irish whip rebound

FINISHERS

SIDEWALK SLAM
Standing front or Irish whip rebound

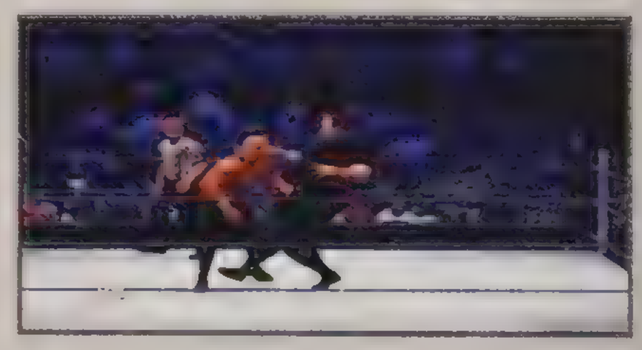
SPINEBUSTER 3
Standing front or Irish whip rebound



WWE BIO

To the Big Boss Man, law and order were as essential to life as food, water and oxygen. And those who didn't agree with his philosophy were doomed to serve "hard time." Boss Man was one of the most physically imposing competitors of his era, and he dished out punishment liberally. After a stint in WCW during the early days of the "Monday Night Wars," Boss Man returned to WWE in late 1998. Gone were the badge and sheriff's uniform of his first foray in WWE, and in their place was a black urban assault vest. Boss Man's ideals had shifted as well. He was now a mercenary for hire, willing to do anyone's bidding in return for cash, which Mr. McMahon was only too happy to provide. A staple of Mr. McMahon's "Corporation," Boss Man dished out pain to all who dared to "cross the boss." These beat-downs often were administered with Boss Man's trademark nightstick. Law and order comes with a price, Boss Man would say, now it just comes with a price tag. In *WWE '13*, Boss Man returns to do the bidding of others, and once again, the punishment doled out will prove to be hard time.

BREAKDOWN



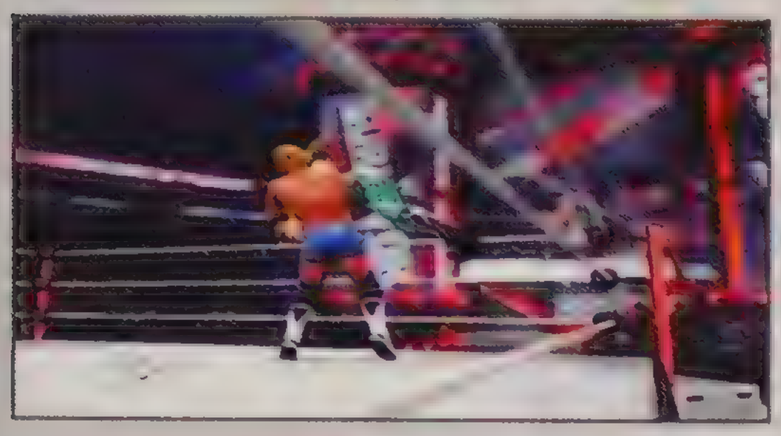
Big Boss Man may have a Tag Team rating of just 70, but he has Tag Team Finishers assigned with four partners (Ken Shamrock, Mr. McMahon, Shane McMahon, Paul Wight). Team up and have some fun! When you're controlling Big Boss Man in the ring alone, put some progressions together that attack the head and torso and work for the pin. The Big Boot 3 Signature Move attacks the torso, as both Finishers do. Once you get the torso to critical attack the head because you want to wind up and use Big Boss Man's awesome Uppercut 3.

BILLY GUNN

SIGNATURE MOVES

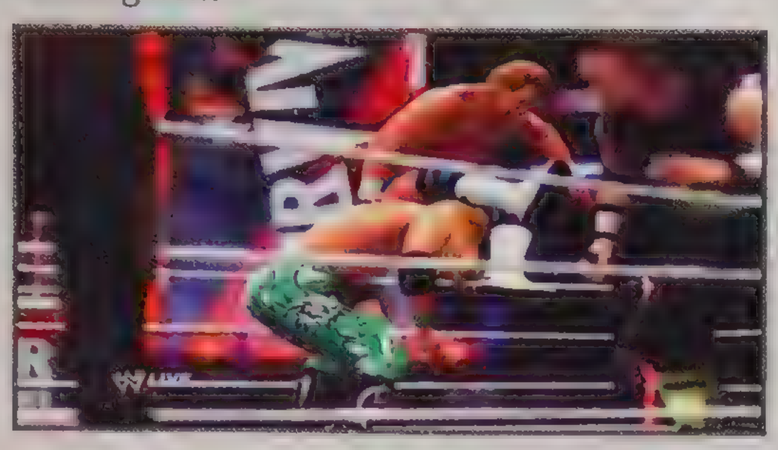
GUNNSLINGER
Standing front

HIP TOSS NECKBREAKER
Standing front or Irish whip rebound

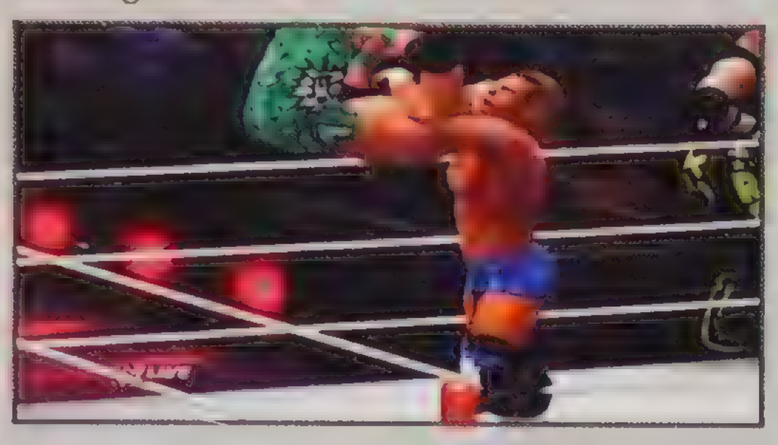


FINISHERS

FAME-ASS-ER
Standing front



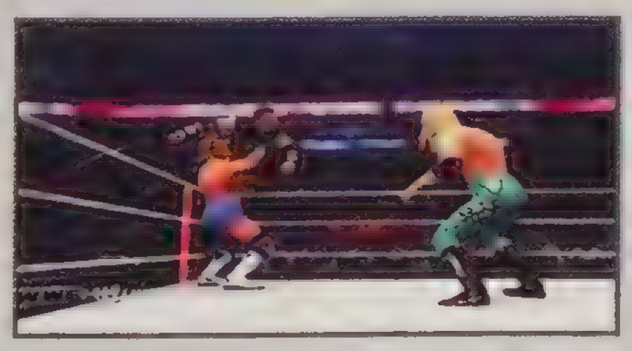
ONE AND ONLY
Standing behind



BIO

Billy Gunn had it all. The 6-foot-3, 260-pound phenomenon from Austin, Texas, was a natural athlete who could bust out a dropkick with textbook precision and hoist an opponent over his head with animal-like strength. He was charismatic, too. A cocky, in-your-face outlaw, Billy rocked with The Honky Tonk Man, threw a lasso as a Smoking Gunn and broke it down with D-Generation X. Still, despite a whopping 10 World Tag Team Championship reigns and the 1999 *King of the Ring* crown, he's remembered as a Superstar who should've been a bigger deal. What stopped Gunn from becoming a WWE Champion? That's hard to say. Starting off in 1993, he was a tag team specialist alongside his brother, Bart Gunn. As mustachioed cowpokes, the aptly named Smoking Gunns won the tag championships three times against duos like The Godwinns and Owen Hart & Yokozuna. Billy was the pair's clear breakout star, but he stumbled when he changed his name to Rockabilly and linked up with the aging Honky Tonk Man. Gunn's career reached its peak when he returned to the tag division alongside Road Dogg. A fellow frustrated Superstar, the one-time Roadie convinced Rockabilly to abandon his outdated persona and embrace his inner outlaw. By themselves, the competitors were relative losers in WWE. Together, they became brash members of DX, five-time World Tag Team Champions and the most popular duo of WWE's "Attitude Era". Dubbing themselves The New Age Outlaws, the team had a natural chemistry with Road Dogg's swaggering jocularity perfectly complementing Gunn's born-this-way athleticism. The unstoppable combination captivated the WWE Universe while toppling legendary duos like Legion of Doom and The Rock 'n' Sock Connection. Again, Gunn looked primed to bust out as a main event singles star. This time, he came close. He bested X-Pac to win the 1999 *King of the Ring* tournament and even faced off with The Rock at *SummerSlam* that same year. But instead of stepping up to WWE Championship contention, Gunn returned to the comfort of The New Age Outlaws. The team experienced success, but the preternaturally talented Superstar never seemed to live up to his expectations after that. The remainder of Gunn's WWE tenure was a revolving door of unexpected personas. He captured the Intercontinental Championship as "The One," formed "The Show Gunns" with Big Show and won two tag championships with his good buddy, Chuck Palumbo. Before long, though, the gifted Texan was gone from WWE. What was left behind were questions of what he could have accomplished had things gone differently.

BREAKDOWN



Partner up Billy Gunn with Road Dogg to bring back the New Age Outlaws and use their awesome Tag Team Finisher Chin Lock and Kenka Kick. On his own, Billy Gunn has an great move-set despite lacking the power of some of the other Heavyweights. His Gunnslinger Signature Move slam is tremendous. Follow it up with the One and Only Finisher from behind to complete the one-two punch. Being one of the speedier big guys, employ running grapples as your opponents get up to keep the advantage.

STATS

HEIGHT: 6'3"
WEIGHT: 260 pounds
FROM: Austin, TX
CAREER HIGHLIGHTS: World Tag Team Champion; Intercontinental Champion; Hardcore Champion; 1999 *King of the Ring*

ATTRIBUTES

STRIKE POWER:	75	ADRENALINE:	85
GRAPPLE POWER:	75	RECOVERY:	85
SUBMISSION:	75	TOUGHNESS:	75
STRIKE DEFENSE:	85	DURABILITY:	80
GRAPPLE DEFENSE:	90	CHARISMA:	80
SPEED:	80	TAG TEAM:	90
JUMP:	80	OVERALL:	87
AGILITY:	80		

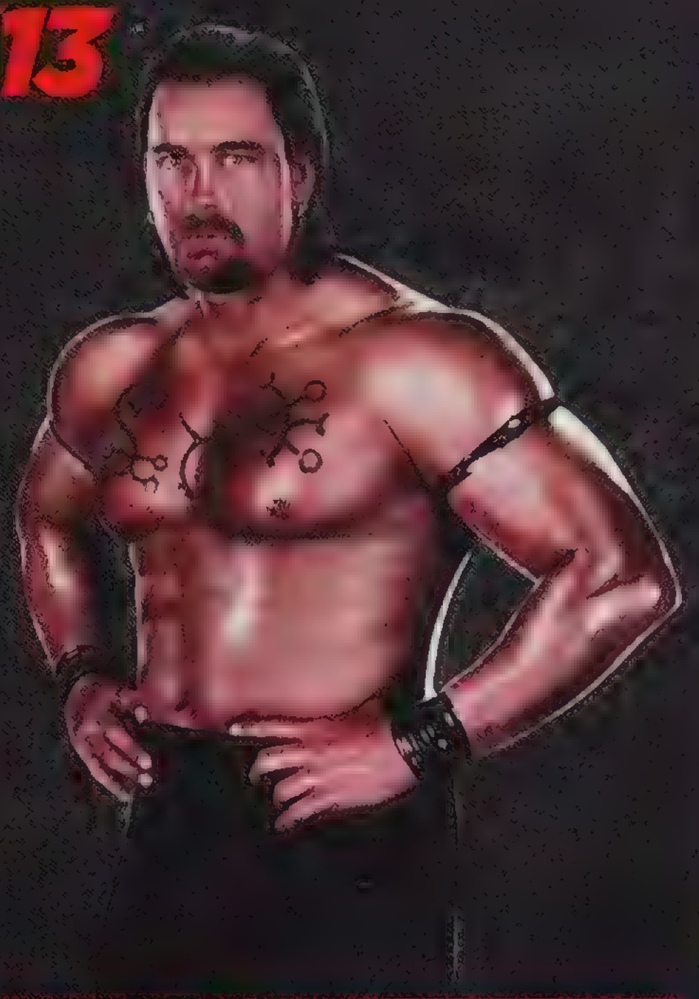
ABILITIES

Dirty Pin
Leverage Pin
Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	6.1s
Right	1.9s
Down	6.1s
Left	1.9s

BRADSHAW



STATS

HEIGHT: 6'6"
WEIGHT: 290 pounds
FROM: New York, NY

ATTRIBUTES

STRIKE POWER: 85	ADRENALINE: 80
GRAPPLE POWER: 85	RECOVERY: 80
SUBMISSION: 80	TOUGHNESS: 75
STRIKE DEFENSE: 80	DURABILITY: 80
GRAPPLE DEFENSE: 80	CHARISMA: 75
SPEED: 80	TAG TEAM: 90
JUMP: 75	OVERALL: 87
AGILITY: 70	

ABILITIES

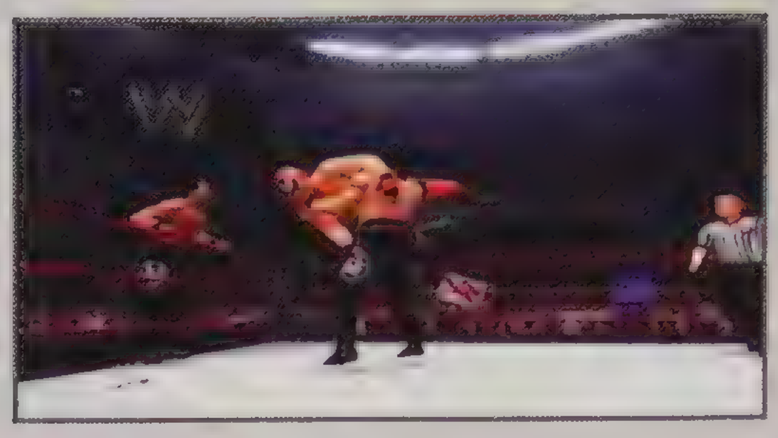
Dirty Pin
Hammer Throw
Resiliency

TAUNT TIMES

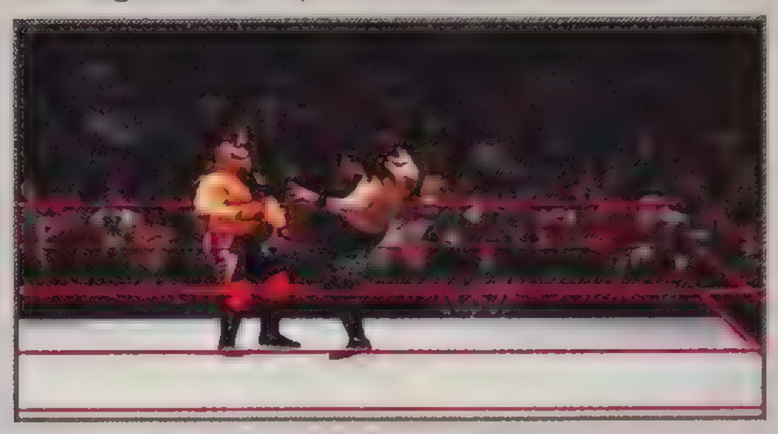
D-PAD DIRECTION	TIME
Up	3.2s
Right	4.6s
Down	3.2s
Left	4.6s

SIGNATURE MOVES

FALLAWAY SLAM 2
Standing front



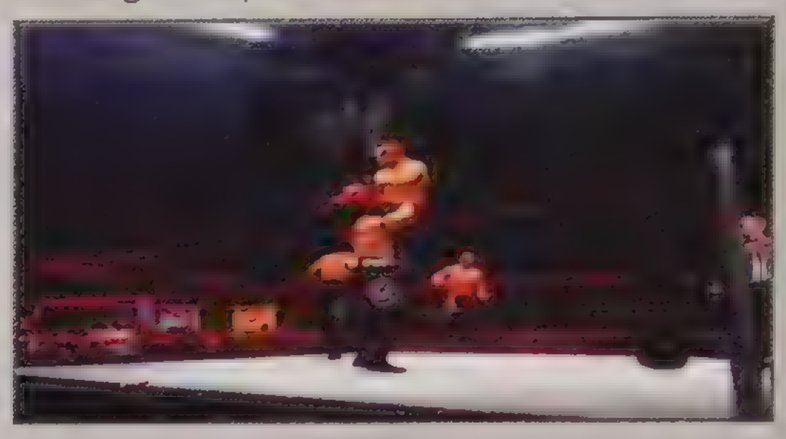
BIG BOOT 3
Running or Irish whip rebound



FINISHERS

CLOTHESLINE FROM HELL
Running or Irish whip rebound

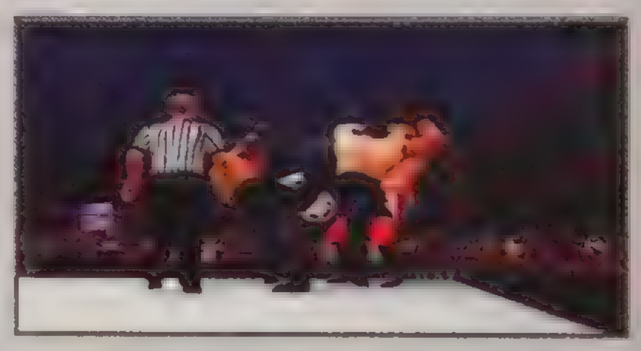
POWERBOMB 1
Standing front (pin combo)



WWE BIO

Where there is beer to be enjoyed, cards to be played and fists to be thrown, chances are that you will find Bradshaw somewhere amidst the fray. As a founding partner in the APA with his best friend, Faarooq, Bradshaw believed in a few basic truths. Ice-cold beer. Red-hot women. And a night on the town is not over until pool cues are used for batting practice on patrons. The Friendly Tap was not such a friendly place when the raw-boned Texan strode into the bar with a wad of cash and a glimmer in his eye. But, as the future would certainly bear out, Bradshaw was a businessman. He knew the value of a buck, and for a certain price, Bradshaw and Faarooq would provide personal protection second to none. But it was always best to request their services before the cards were dealt, as these gentlemen took their cards seriously. In *WWE '13*, Bradshaw once again dons his APA T-shirt, and as always, mayhem is not far behind.

BREAKDOWN

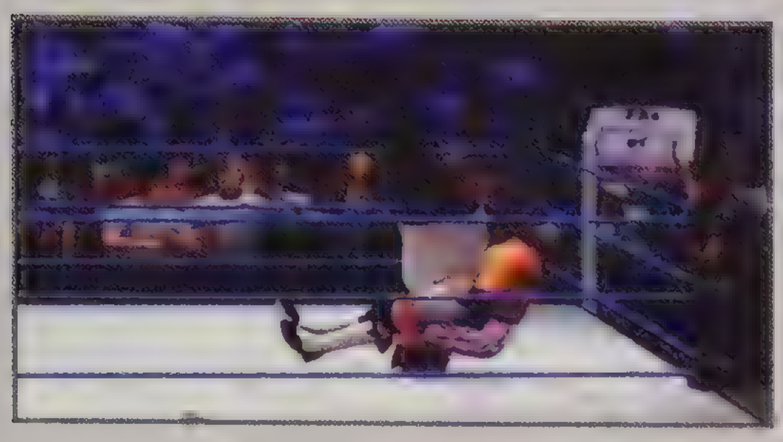


There's just something satisfying about kicking someone in the face. Bradshaw has a varied attack of strikes and pretty traditional grapples, but he has the awesome Big Boot 3 as a Signature Move. Follow that up with a Powerbomb or Clothesline Finisher for a punctuated victory in the ring. Team him up with Faarooq and reunite the Acolytes for some cool tag team grapples and a super Finisher in the Backbreaker & Elbow 1. Mix up strikes, strong strikes, and grapples to keep your opponent off balance. Bradshaw is yet another well-rounded Superstar who can beat anybody.

BRET HART

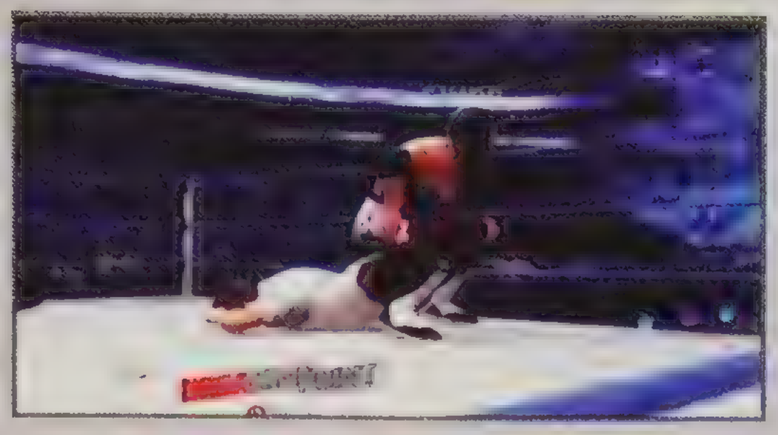
SIGNATURE MOVES

ADJUSTMENT PILEDRIVER
Standing front



FINISHERS

SHARPSHOOTER
Grounded opponent near lower body



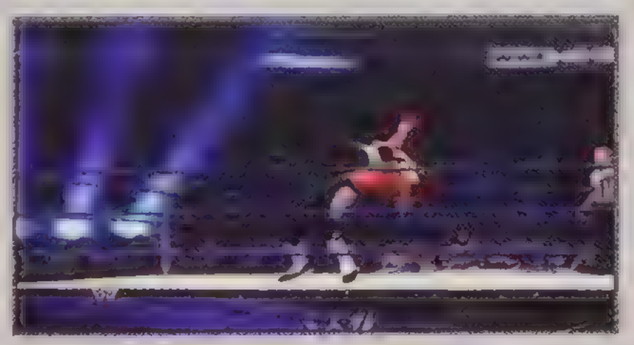
ADJUSTMENT PILEDRIVER (ALTERNATE)
Standing front

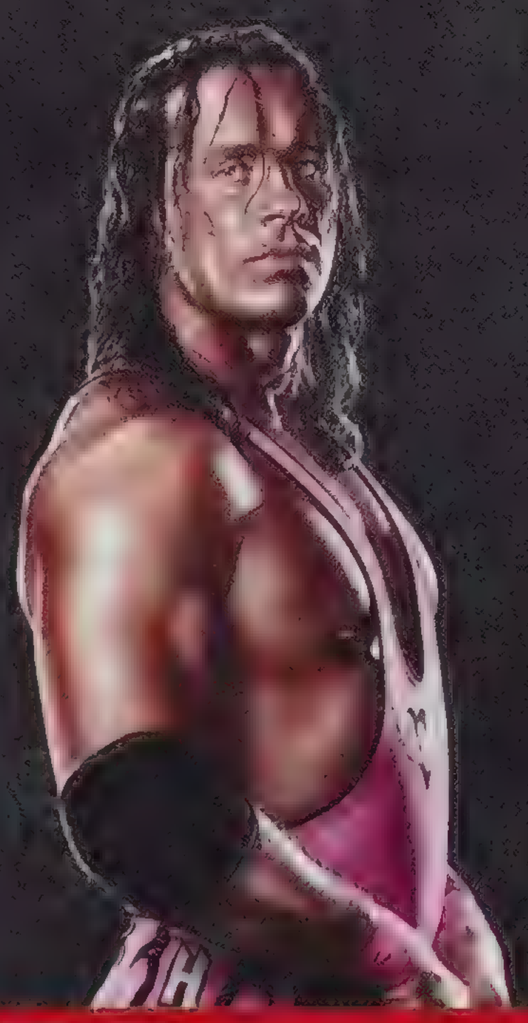
WWE BIO

"The best there is, the best there was, and the best there ever will be." Bret Hart set the bar extraordinarily high. "Good" wasn't going to be good enough, not for a son of the legendary Stu Hart. Bret revered his father, revered the Hart family tradition inside the ring, and knew the best way to honor both was to be the absolute best. No exceptions, no excuses. That sparked the genesis of the "Excellence of Execution." And Bret more than lived up to the most demanding of expectations. One of the top Superstars of the 1990s, Bret was a five-time WWE Champion and was the standard-bearer for the company during much of that time. His matches against such stars as Mr. Perfect, Shawn Michaels and Stone Cold Steve Austin are considered classics. Bret was a hero to millions around the world, but in his native Canada, he is literally a national institution. The pride that he takes in his Canadian roots is every bit the equal of the pride he took in entertaining the fans night in and night out. In *WWE '13*, the "Pink and Black Attack" is back, ready to do battle for all he believes in and all he represents. Can you measure up to the "Hit Man"?

BREAKDOWN

Bret Hart entered the ring for the first time for the WWE in 1984—nearly 30 years ago. One of the most famous battles ever was his loss to Shawn Michaels that was orchestrated by Mr. McMahon. Get your revenge by using Bret Hart's 100 rating in Submission by locking in a Sharpshooter Finisher of your own! Overall he is a 94, with no less than an 80 in any category. Use grapples to the torso to move to critical damage. Follow up your slams with a ground strike to the midsection (press strike for an Elbow Drop). Keep the pressure on and use Outside Dives to chase opponents out of the ring if they try to escape.





STATS

HEIGHT: 6'0"
WEIGHT: 234 pounds
FROM: Calgary, Alberta, Canada
CAREER HIGHLIGHTS: WWE Champion; WCW Champion; Intercontinental Champion; United States Champion; World Tag Team Champion; WCW Tag Team Champion; WWE Hall of Fame (2006)

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 85
GRAPPLE POWER: 90	**RECOVERY:** 80
SUBMISSION: 100	**TOUGHNESS:** 85
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 90	**CHARISMA:** 90
SPEED: 80	**TAG TEAM:** 80
JUMP: 80	**OVERALL:** 94
AGILITY: 80	

ABILITIES

Hammer Throw	Outside Dives
Resiliency	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.9s
Right	3.2s
Down	2.9s
Left	2.9s

BRITISH BULLDOG

STATS

HEIGHT: 5'11"

WEIGHT: 260 pounds

FROM: Manchester, England

CAREER HIGHLIGHTS: Intercontinental Champion; World Tag Team Champion; European Champion; Intercontinental Champion; Hardcore Champion

ATTRIBUTES

STRIKE POWER	80	ADRENALINE	85
GRAPPLE POWER	85	RECOVERY	85
SUBMISSION	70	TOUGHNESS	90
STRIKE DEFENSE	80	DURABILITY	90
GRAPPLE DEFENSE	80	CHARISMA	75
SPEED	75	TAG TEAM	85
JUMP	75	OVERALL	88
AGILITY	80		

ABILITIES

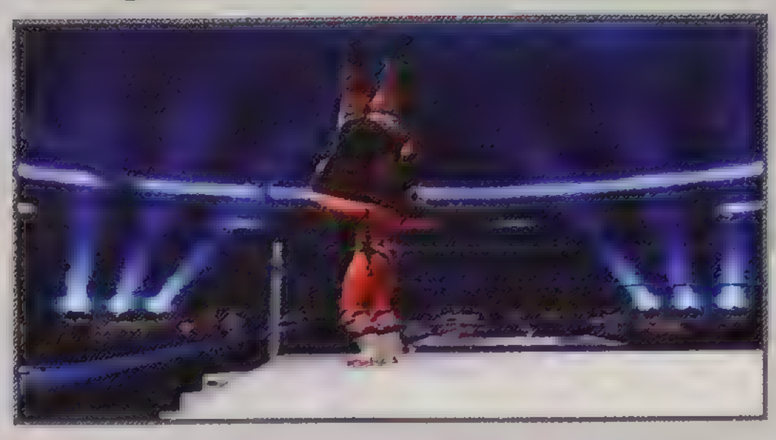
Hammer Throw	Leverage Pin
Resiliency	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	6.4s
Right	3.8s
Down	6.4s
Left	3.8s

SIGNATURE MOVES

VERTICAL SUPLEX
Standing front



MILITARY PRESS SLAM
Standing front

FINISHERS

POWERSLAM 1
Standing front

VERTICAL SUPLEX (ALTERNATE)
Standing front

BIO

One of the most rugged and physically powerful Superstars in WWE history, "The British Bulldog" Davey Boy Smith began his career in sports entertainment as a skinny teenager in England. Competing alongside his cousin, Dynamite Kid, and other major European grapplers like Finlay, Smith quickly developed a reputation as an explosive young competitor and caught the attention of legendary trainer and promoter Stu Hart. The WWE Hall of Famer invited Smith and Dynamite to his Calgary-based Stampede Wrestling promotion in the early '80s where the two continued to hone their skills as both rivals and partners. Known as The British Bulldogs, the duo clicked as a tag team and soon joined up with WWE. Now accompanied by an actual English bulldog named Matilda, The Bulldogs thrilled audiences with their exciting matches against the team of Bret "Hit Man" Hart & Jim "The Anvil" Neidhart. Their crowning moment, however, occurred at *WrestleMania 2* when they defeated Greg "The Hammer" Valentine & Brutus "The Barber" Beefcake for the World Tag Team Championship. This major event was made even more significant by the presence of legendary rock star Ozzy Osbourne in the Bulldogs' corner. The team would hold the championships for nearly a year before leaving WWE to compete in Japan in the mid-80s. After years together, the duo eventually split with Smith returning to WWE on his own in 1990. Sporting a more muscular build and a long, braided hairstyle, the Bulldog became a major singles star and achieved the biggest moment of his career when he defeated Bret Hart for the Intercontinental Championship at *SummerSlam* 1992 in front of over 80,000 people at London's Wembley Stadium. Smith spent the remainder of his career competing in both WCW and WWE. As a tag team performer, Bulldog teamed with the likes of Lex Luger, Jim "The Anvil" Neidhart and Owen Hart, winning the World Tag Team Champions with Owen in 1996. As a singles competitor, he held the European and Hardcore Championships and engaged in memorable rivalries with The Rock and Stone Cold Steve Austin, amongst many others. The British Bulldog passed away on May 18, 2002, but his legacy lives on today through his son, current WWE Superstar and Hart Dynasty powerhouse, David Hart Smith.

BREAKDOWN

There is something about watching the super-strong legends of sports-entertainment execute their craft in the ring. As one of the shorter heavyweights in the game, The British Bulldog was packed with solid muscle. He was one of the Superstars that made the running Powerslam famous, and it is indeed represented here. Use a Fireman's Carry 1 (left or right and grapple from the Side Headlock) and a Back Suplex 7 (up and grapple from the Waist Lock) in the chain grapple to open attack the torso. We opted for the Military Press Slam Signature Move to lead up to the powerful Finisher and the certain pin. He was a crucial part of the "Attitude Era", and for kids who grew up in the 1980s watching The Bulldogs chew up tag team matches, it is a blast to play as the British Bulldog here.

CACTUS JACK

SIGNATURE MOVES

TWO HAND BULLDOG
Standing behind

STUMP PULLER PILEDRIVER
Standing front

FINISHERS

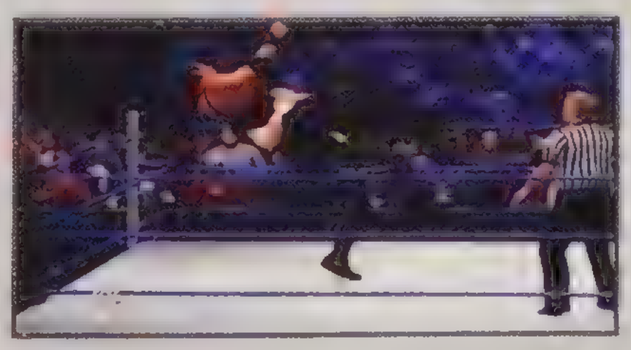
LOVE HANDLE
Standing front

DOUBLE ARM DDT 2
Standing front

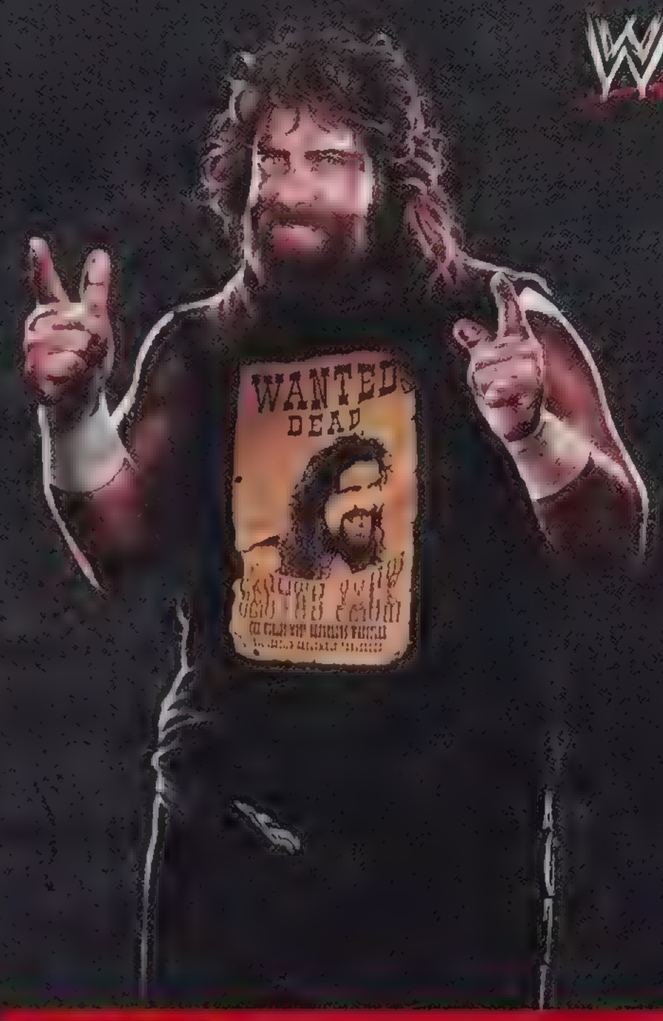
WWE BIO

Today, he goes by the name on his birth certificate, but Mrs. Foley's Baby Boy became one of WWE's most unlikely success stories under the guise of three distinct personas—the unpredictable Cactus Jack, the demented hippy known as Dude Love and everyone's favorite mental patient, Mankind. These "three faces of Foley" were dangerously unique, but all shared a common trait—a willingness to always go one step too far. Inspired to become a Superstar after watching Jimmy Snuka leap from the top of a steel cage in Madison Square Garden, Mick Foley adopted Superfly's fearlessness when he entered the ring himself. As Cactus Jack, he earned a fan following not for winning matches, but for surviving them. In a bout against the punishing Big Van Vader in Germany, Foley's ear was torn off. In Japan, he suffered third degree burns in an exploding ring. Still, no matter what he suffered through, Foley would keep fighting back. When he came to WWE in 1996, he turned into Mankind, a deranged miscreant who lurked in boiler rooms and shoved his fingers down opponents' throats. Under the leather mask of this maniac, Foley lived through sports-entertainment's most shocking moment when he was thrown off the top of the Hell in a Cell by Undertaker. The unforgettable image of Foley's body artlessly plummeting to the ground below defined not only his career, but WWE's "Attitude Era" as a whole. A funny thing happened after Foley's fall, though. Battered and bruised after years of punishment, he began to depend less on his threshold for pain and more on his sense of humor, intelligence and surprisingly vulnerable nature. His toothless sneer became a cheesy smile. His trusty 2-by-4 wrapped in barbwire was replaced by a sock puppet named Mr. Socko. Now a fan favorite, Foley thrilled audiences by beating The Rock for the WWE Championship in 1999 and surprised them even more when he published his insightful, New York Times-bestselling autobiography "Have a Nice Day: A Tale of Blood and Sweatsocks." Later teaming with The "People's Champ" as The Rock 'n' Sock Connection, Foley brought *Raw* some of its highest television ratings ever during his inspired interactions with The People's Champion. In 2000, Foley was sent into retirement after losing a Hell in a Cell Match to Triple H, but he has returned to WWE as a commissioner, a color commentator and even a competitor, most notably against Edge at *WrestleMania 22*. Now known as The Hardcore Legend, Foley has achieved more than he ever dreamed he would on that night he saw Snuka take the leap.

BREAKDOWN



Cactus Jack is the definition of hardcore. The fact that he won't stop—even when half his ear is ripped off—is reflected in his 95 Toughness and 90s in Durability and Recovery. Take your opponent to task for stepping in the ring, and make it a war. He shares the same move-set as his persona Dude Love, but Cactus Jack generates a bit more Grapple Power with an 85. Both of his Signature Moves and Finishers attack the head, so get into chain grapples that promote moves to the head HP, like the Side Headlock and the Front Facelock. He takes a bit of a hit in Charisma down to an 80, so wear down opponents with big grapples build momentum and finish the match.



STATS

HEIGHT: 6'2"
WEIGHT: 287 pounds
FROM: Long Island, NY
CAREER HIGHLIGHTS: WWE Champion; World Tag Team Champion; Hardcore Champion; WWE Commissioner; Co-General Manager of *RAW*; *SmackDown* commentator

ATTRIBUTES

STRIKE POWER: 80	ADRENALINE: 80
GRAPPLE POWER: 85	RECOVERY: 90
SUBMISSION: 70	TOUGHNESS: 95
STRIKE DEFENSE: 85	DURABILITY: 90
GRAPPLE DEFENSE: 85	CHARISMA: 80
SPEED: 75	TAG TEAM: 85
JUMP: 75	OVERALL: 90
AGILITY: 75	

ABILITIES

Dirty Pin
Hammer Throw
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.8s
Right	1.8s
Down	2.8s
Left	1.8s

CHRIS JERICHO '99

STATS

HEIGHT: 6'0"

WEIGHT: 226 pounds

FROM: Winnipeg, Manitoba, Canada

CAREER HIGHLIGHTS: WWE Championship; World Heavyweight Champion; WCW Champion; Intercontinental Champion; World Tag Team Champion; Unified Tag Team Champion; European Champion; Hardcore Champion: WCW Television Champion; ECW Television Champion; Cruiserweight Champion

ATTRIBUTES

STRIKE POWER:	75	**ADRENALINE:**	90
GRAPPLE POWER:	75	**RECOVERY:**	85
SUBMISSION:	85	**TOUGHNESS:**	70
STRIKE DEFENSE:	80	**DURABILITY:**	80
GRAPPLE DEFENSE:	85	**CHARISMA:**	90
SPEED:	90	**TAG TEAM:**	85
JUMP:	85	**OVERALL:**	89
AGILITY:	85		

ABILITIES

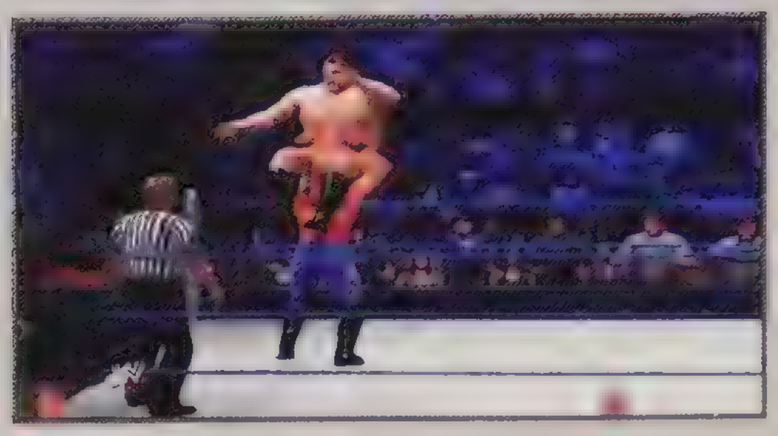
Hammer Throw	Springboard Dives
Outside Dives	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.1s
Right	4.1s
Down	2.9s
Left	4.1s

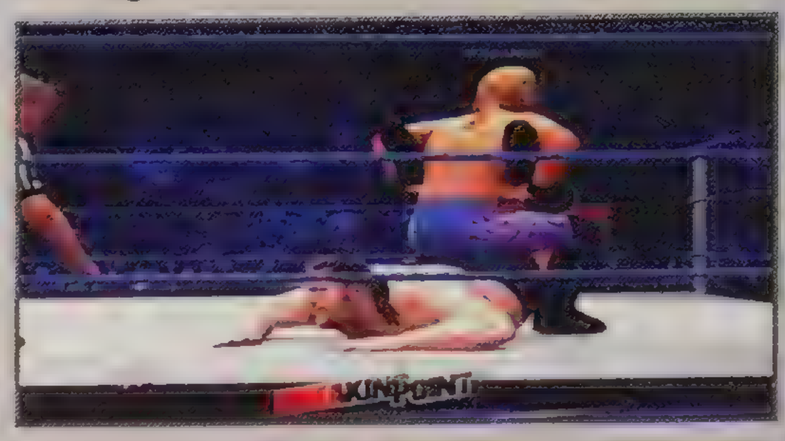
SIGNATURE MOVES

MULTIPLE POWERBOMBS
Standing front

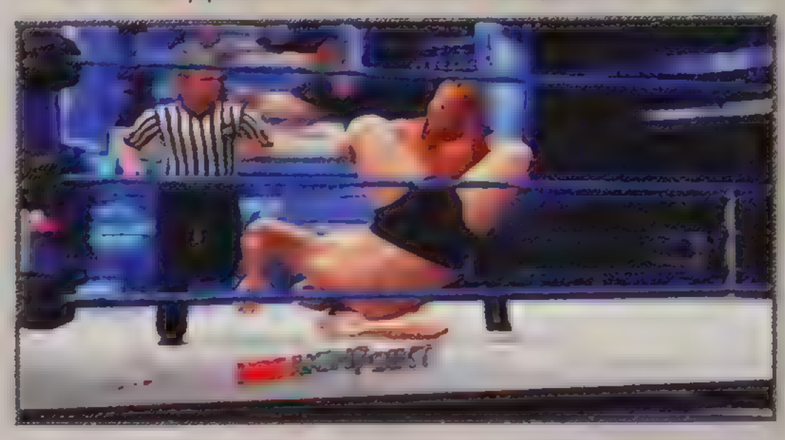


FINISHERS

WALLS OF JERICHO 1
Standing front or Irish Whip rebound



LIONTAMER
Grounded opponent near lower body



POWERBOMB 1
Standing front (pin combo)

WWE BIO

"Jerichoholics" will never forget the night when Chris Jericho debuted on Monday Night *Raw*, having the gumption to interrupt The Rock in mid-sentence. When The Rock responded that he wasn't impressed that Jericho had beaten "a jabroni named Juventud" in his WCW days, Jericho was undaunted. He was confident in what he could do, and wasn't about to let the "People's Champ" denigrate it. As WWE fans would soon realize, Chris Jericho does not lack for the courage of his convictions. "Y2J" has always had a high opinion of himself, and more often than not, he has backed up his lofty boasts. Jericho was never more impressive than the night that he unified the WWE Championship and the WCW Championship, a feat most thought to be impossible. First, he defeated The Rock in a grueling 20-minute match to win the WCW Championship. Immediately following that, Jericho downed WWE champ Stone Cold Steve Austin to unify the championships. To beat one of those stars is a great night, but to defeat them both, arguably two of the greatest competitors to ever step foot in a ring, is a staggering accomplishment. Jericho returns to the sites of some of his greatest triumphs in *WWE '13*, and no doubt he vows that things will never, everrrrrr be the same again.

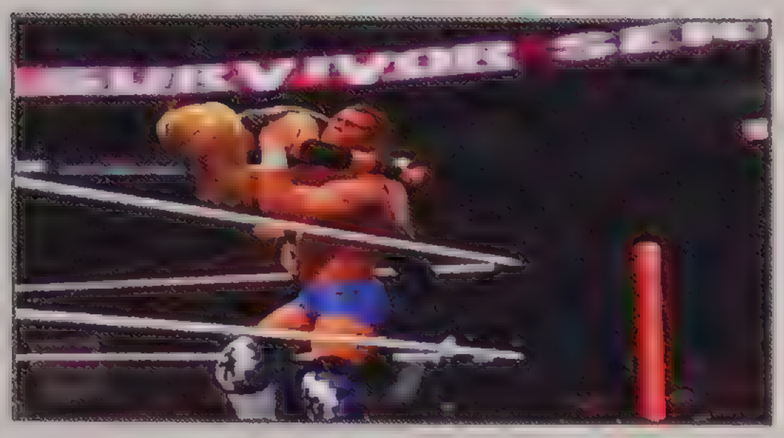
BREAKDOWN

Playing as Chris Jericho in the "Attitude Era" is very similar to how he works the ring today, he still has the great submission-style move-set. But again, both his Signature Move Multiple Powerbombs and his Finishers Walls of Jericho 1 and Liontamer attack the torso. Work over your opponent with body strikes, big grapples and Moonsaults to hammer the body before attempting a Breaking Point Submission Finisher. If you want to step into the future a little while, team him up with Christian for a few tag team matches.

CHRISTIAN '99

SIGNATURE MOVES

DDT 9
Corner opponent front



TORNADO DDT
Corner opponent front

FINISHERS

KILLSWITCH
Standing front or Irish whip rebound

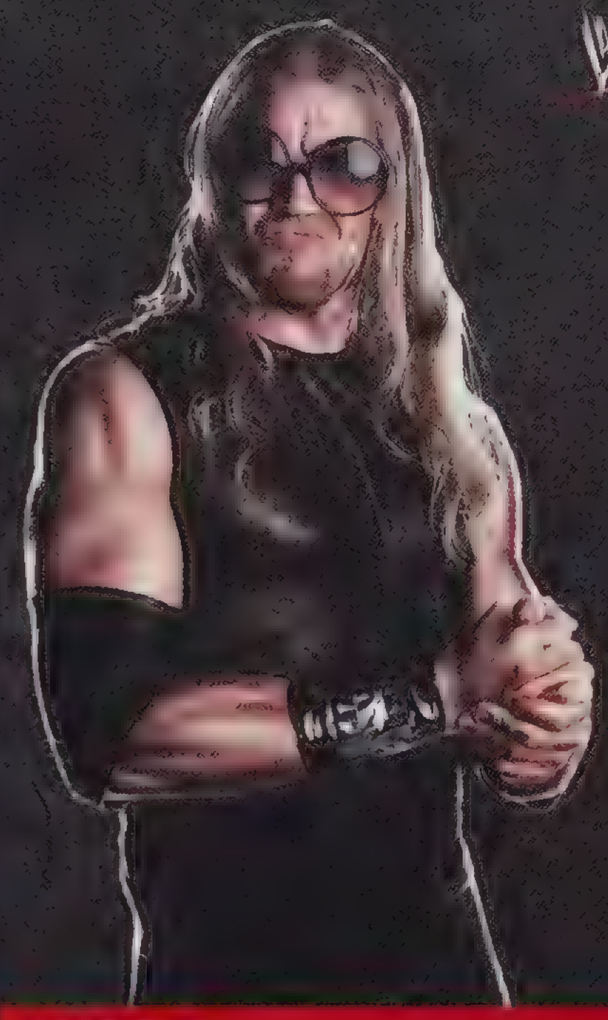
REVERSE DDT 3
Standing behind

WWE BIO

When you think of Christian, you think of his strong technical skills, his World Heavyweight Championship reigns or the fact that he's one of the most accomplished tag team competitors of all time. It's also hard to think of Christian and not see those massive, bug-eyed yellow sunglasses he wore with pride. It takes a strong man to pull off a look like that, but Christian found a way. Inseparable from his tag team partner and best friend, Edge, during the late '90s, Christian certainly marched the beat of his own drummer. Not that WWE fans minded. Christian's wacky adventures (and often, misadventures) kept people entertained. What would he try next? The answer was, what wouldn't he try next? But don't let Christian's fun-loving ways fool you. He garnered a pile of gold during his formative days. With Edge, he won the World Tag Team Championship seven times. He also won the now-defunct Light Heavyweight Championship. Christian will once again bring the awesome in *WWE '13*, as always supercharged with "high-octane coolosity." And it doesn't take an eternal optimist to realize that life is just a little more enjoyable in giant, lemon-colored glasses.

BREAKDOWN

The Christian '99 of Edge & Christian fame is so much better than his 87 Overall rating would lead you to believe. Numbers don't lie, but they don't account for the sheer diversity of attacks that Christian can perform in the ring. Pair that with great Speed, Jump, Agility and Adrenaline attributes all at 85, and Christian leaves little time for opponents to recover or escape. His 100 Tag Team attribute is designed to be used with Edge as his teammate in the corner, and they share the assigned Clothesline & Spear Finisher when you whip your opponent into the corner with a Finisher stored. Combine that with a few other team moves like the Double Flapjack 2 or the Russian Leg Sweep & STO and you'll have a blast owning the ring.



STATS

HEIGHT: 6'1"

WEIGHT: 212 pounds

FROM: Toronto, Ontario, Canada

CAREER HIGHLIGHTS: World Heavyweight Champion; ECW Champion; Intercontinental Champion; World Tag Team Champion; Light Heavyweight Champion; European Champion; Hardcore Champion

ATTRIBUTES

STRIKE POWER:	75	ADRENALINE:	85
GRAPPLE POWER:	75	RECOVERY:	80
SUBMISSION:	75	TOUGHNESS:	75
STRIKE DEFENSE:	85	DURABILITY:	80
GRAPPLE DEFENSE:	80	CHARISMA:	80
SPEED:	85	TAG TEAM:	100
JUMP:	85	OVERALL:	87
AGILITY:	85		

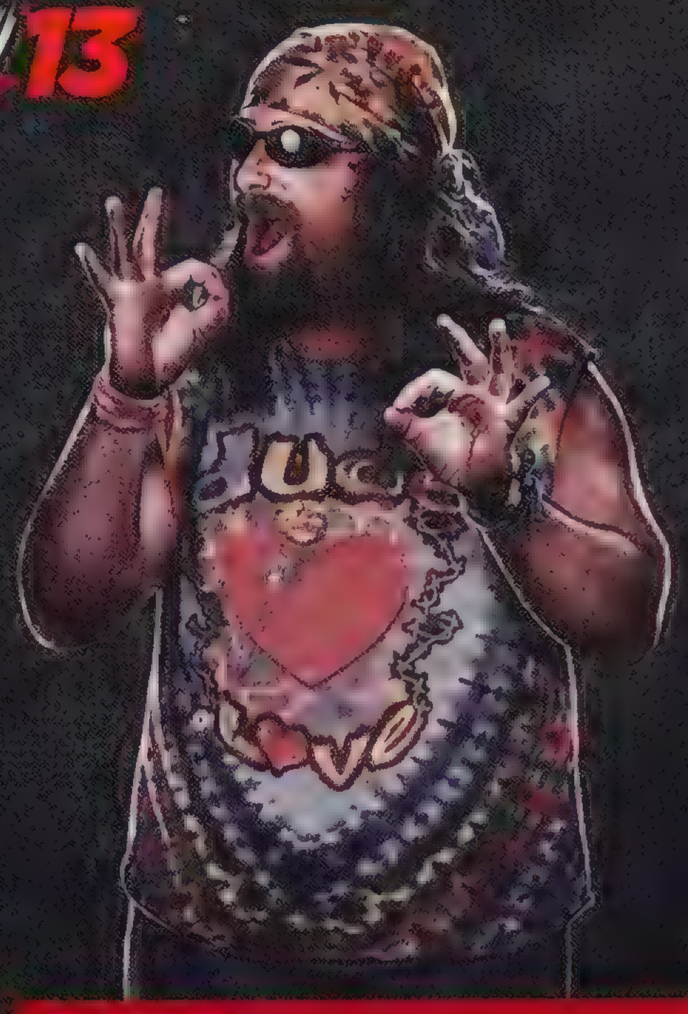
ABILITIES

Hammer Throw	Leverage Pin
Springboard Dives	Outside Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.7s
Right	4.4s
Down	2.7s
Left	4.4s

DUDE LOVE



STATS

HEIGHT: 6'2"

WEIGHT: 287 pounds

FROM: Long Island, NY

CAREER HIGHLIGHTS: WWE Champion; World Tag Team Champion; Hardcore Champion; WWE Commissioner; Co-General Manager of *Raw*; *SmackDown* commentator

ATTRIBUTES

STRIKE POWER:	80	**ADRENALINE:**	85
GRAPPLE POWER:	80	**RECOVERY:**	80
SUBMISSION:	75	**TOUGHNESS:**	90
STRIKE DEFENSE:	85	**DURABILITY:**	90
GRAPPLE DEFENSE:	85	**CHARISMA:**	85
SPEED:	75	**TAG TEAM:**	85
JUMP:	75	**OVERALL:**	90
AGILITY:	80		

ABILITIES

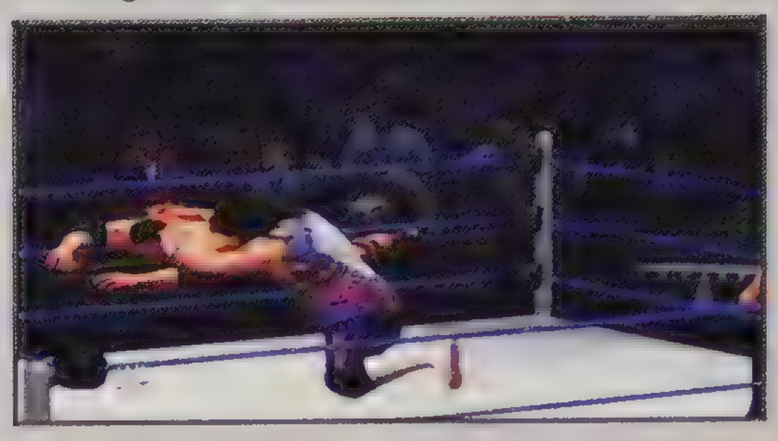
Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.9s
Right	5.9s
Down	1.8s
Left	5.9s

SIGNATURE MOVES

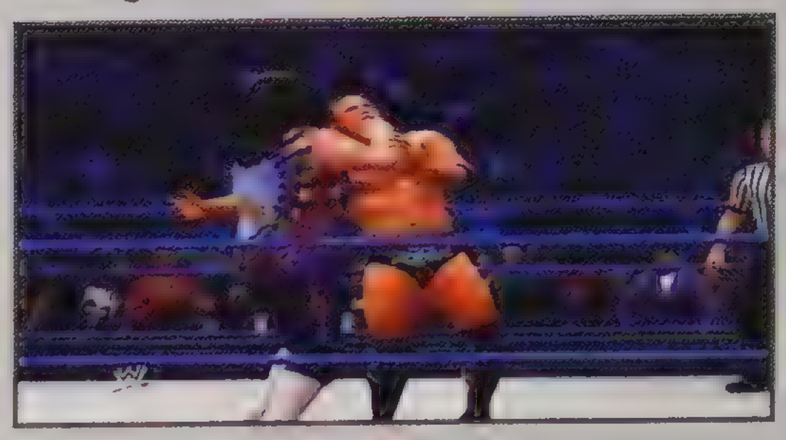
TWO HAND BULLDOG
Standing behind



STUMP PULLER PILEDRIVER
Standing front

FINISHERS

LOVE HANDLE
Standing front



DOUBLE ARM DDT 2
Standing front

WWE BIO

Today, he goes by the name on his birth certificate, but Mrs. Foley's Baby Boy became one of WWE's most unlikely success stories under the guise of three distinct personas—the unpredictable Cactus Jack, the demented hippy known as Dude Love and everyone's favorite mental patient, Mankind. These "three faces of Foley" were dangerously unique, but all shared a common trait—a willingness to always go one step too far. Inspired to become a Superstar after watching Jimmy Snuka leap from the top of a steel cage in Madison Square Garden, Mick Foley adopted Superfly's fearlessness when he entered the ring himself. As Cactus Jack, he earned a fan following not for winning matches, but for surviving them. In a bout against the punishing Big Van Vader in Germany, Foley's ear was torn off. In Japan, he suffered third degree burns in an exploding ring. Still, no matter what he suffered through, Foley would keep fighting back. When he came to WWE in 1996, he turned into Mankind, a deranged miscreant who lurked in boiler rooms and shoved his fingers down opponents' throats. Under the leather mask of this maniac, Foley lived through sports-entertainment's most shocking moment when he was thrown off the top of the Hell in a Cell by Undertaker. The unforgettable image of Foley's body artlessly plummeting to the ground below defined not only his career, but WWE's "Attitude Era" as a whole. A funny thing happened after Foley's fall, though. Battered and bruised after years of punishment, he began to depend less on his threshold for pain and more on his sense of humor, intelligence and surprisingly vulnerable nature. His toothless sneer became a cheesy smile. His trusty 2-by-4 wrapped in barbwire was replaced by a sock puppet named Mr. Socko. Now a fan favorite, Foley thrilled audiences by beating The Rock for the WWE Championship in 1999 and surprised them even more when he published his insightful, New York Times-bestselling autobiography "Have a Nice Day: A Tale of Blood and Sweatsocks." Later teaming with The "People's Champ" as The Rock 'n' Sock Connection, Foley brought *Raw* some of its highest television ratings ever during his inspired interactions with The People's Champion. In 2000, Foley was sent into retirement after losing a Hell in a Cell Match to Triple H, but he has returned to WWE as a commissioner, a color commentator and even a competitor, most notably against Edge at *WrestleMania 22*. Now known as The Hardcore Legend, Foley has achieved more than he ever dreamed he would on that night he saw Snuka take the leap.

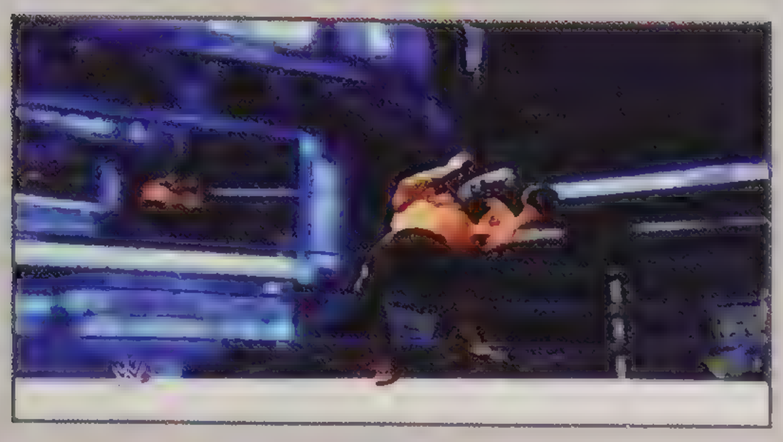
BREAKDOWN

Dude Love is yet another Mick Foley persona—but don't be fooled by the name. He is a tough dude, and he'll ram that hand into the throat of his opponent just as his more nutty Mankind persona would...without the sock. Again, he's a great all-around Superstar and he carries the same move-set as his other personas (Cactus Jack and Mankind), and they're all nearly identical in their Attribute areas. Dude Love does take a bit of a hit without the Resiliency ability that both the other "personalities" have. With an 80 in Agility he takes to the air a bit better though, so incorporate some dives off the top ropes to mix it up on your opponents.

EDDIE GUERRERO

SIGNATURE MOVES

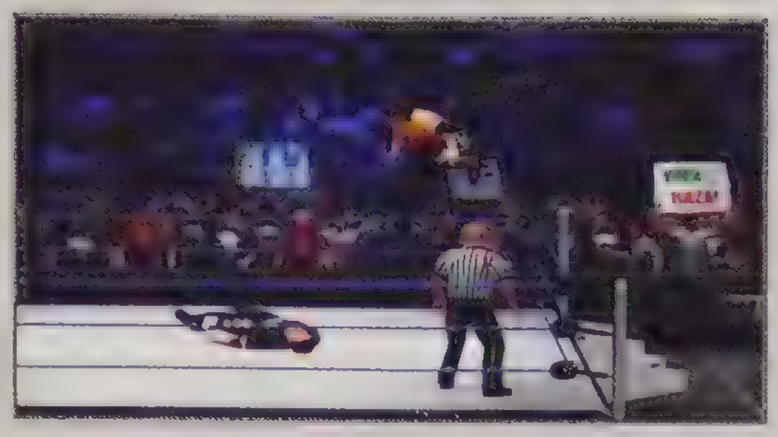
TRIPLE ROLLING SUPLEX
Standing front



BRAIN BUSTER
Standing front

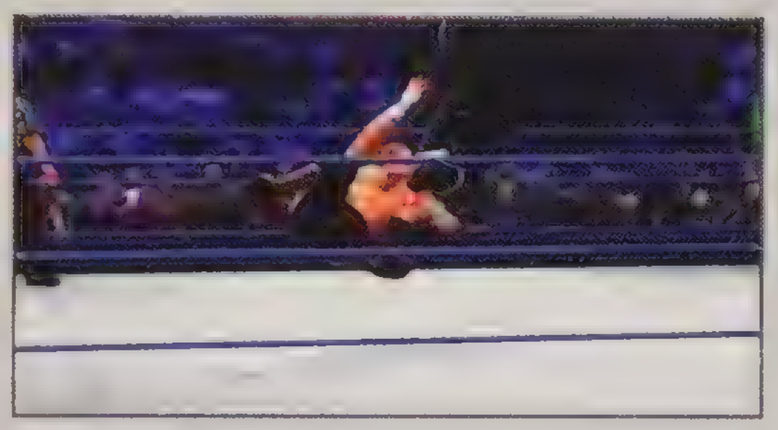
FINISHERS

FROG SPLASH 2
Dive vs. grounded opponent



LASSO FROM EL PASO
Grounded opponent near lower body

BRAIN BUSTER
Standing front

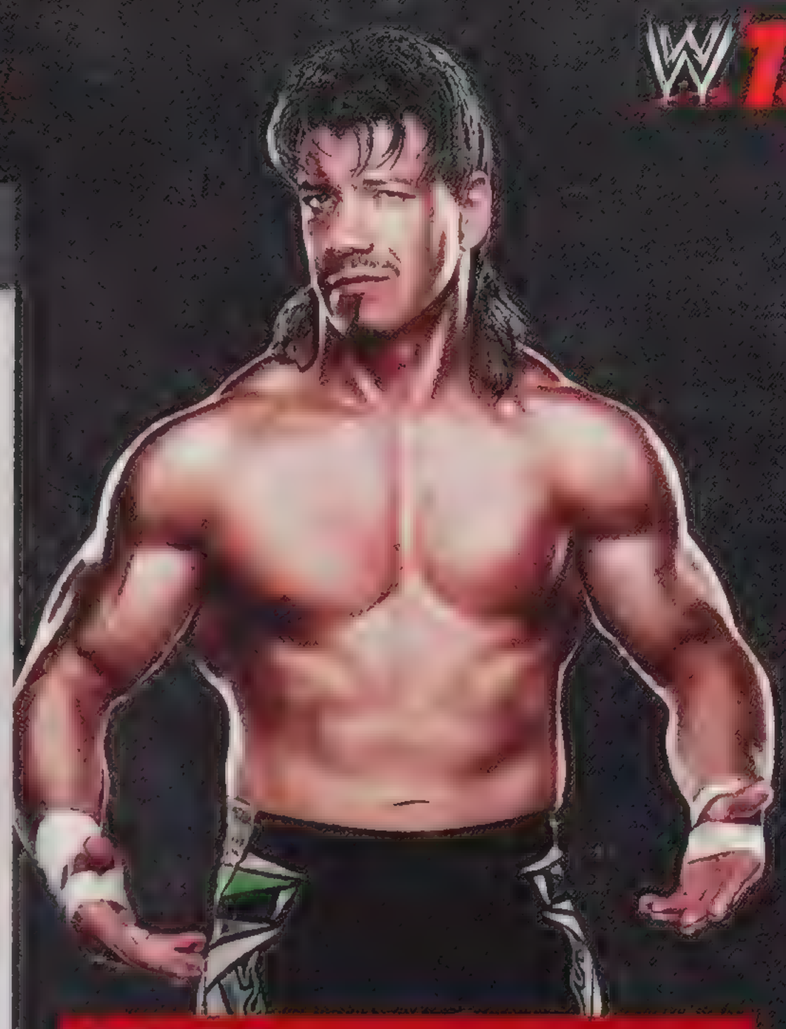


WWE BIO

It's hard to conjure up thoughts of the "Attitude Era" without adding a little "Latino Heat." Eddie Guerrero was long considered a technical master in the ring, but during his stint in WCW in the late '90s, he found his route to greatness blocked. Politics and a crumbling infrastructure had stalled the career path of several rising talents. Deciding that it was time for bold action, Eddie opted to sign with WWE. The rest, of course, is history. Espousing his philosophy to "lie, cheat and steal," Eddie snatched anything he could that wasn't bolted down, often to the delight of fans. During all this, the vast potential that Eddie showed in WCW flourished in WWE. With charisma and a bond with fans that few WWE Superstars could ever hope to forge, Eddie realized his dreams, highlighted with his victory over Brock Lesnar at No Way Out 2004 to win the WWE Championship. Eddie battled all the major stars of the era, and more often than not, found that little speck of opportunity to allow him to steal victory from the jaws of defeat. With his trademark low-rider guiding him, Eddie returns in *WWE '13* ready to resume all his usual hijinks. Can you beat "Latino Heat"?

BREAKDOWN

Not many have owned the ring like Eddie Guerrero. Take advantage of his speed and run at your opponent from the front and hold grapple to execute a Monkey Flip. Scramble up to the top rope and follow it up with a diving attack—it doesn't matter if they stand up, they all attack the torso. Taunt here and there, and when you open up the Signature Move press the right analog stick to bank it. Work your way to a second Signature Move, then tap the Finisher button to hit your opponent with the famous Triple Rolling Suplex. Climb the nearest turnbuckle and fly into a Frog Splash 2 Finisher. By now, you should have the opponent critically damaged in the torso. Use the second Finisher to sink in the Lasso From El Paso Breaking Point Submission and tap your way to victory.



STATS

HEIGHT: 5'8"
WEIGHT: 220 pounds
FROM: El Paso, TX
CAREER HIGHLIGHTS: WWE Champion, WWE Tag Team Champion; Intercontinental Champion; United States Champion; European Champion; ECW Television Champion; WCW Cruiserweight Champion; WWE Hall of Fame

ATTRIBUTES

STRIKE POWER:	75	ADRENALINE:	90
GRAPPLE POWER:	80	RECOVERY:	90
SUBMISSION:	80	TOUGHNESS:	75
STRIKE DEFENSE:	90	DURABILITY:	75
GRAPPLE DEFENSE:	90	CHARISMA:	95
SPEED:	95	TAG TEAM:	85
JUMP:	95	OVERALL:	92
AGILITY:	85		

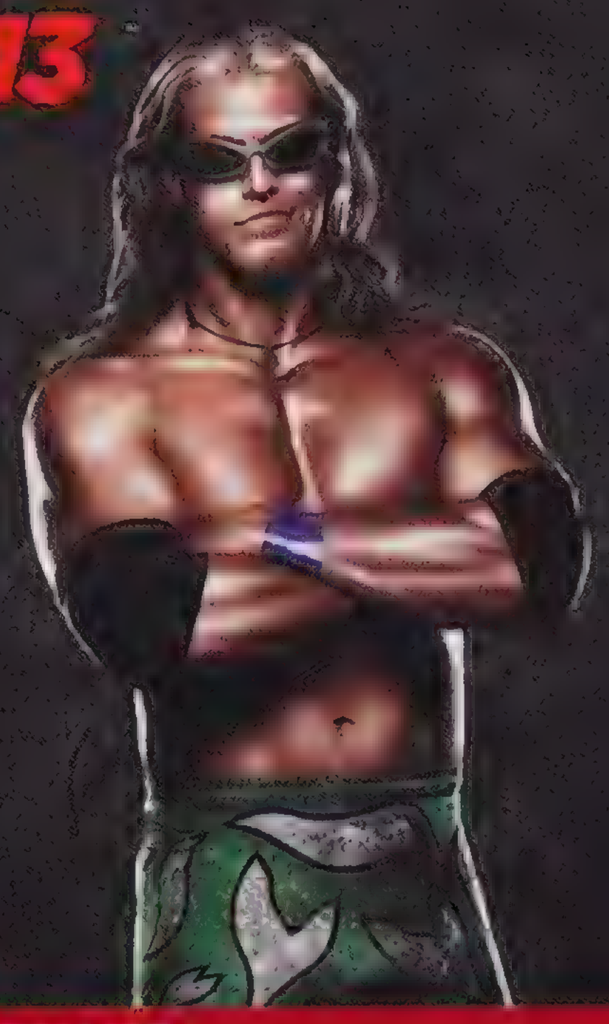
ABILITIES

Hammer Throw	Leverage Pin
Resiliency	Springboard Dives
Outside Dives	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.3s
Right	2.9s
Down	3.0s
Left	6.0s

EDGE '99



STATS

HEIGHT: 6'5"

WEIGHT: 241 pounds

FROM: Toronto, Ontario, Canada

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; Intercontinental Champion; United States Champion; World Tag Team Champion; WWE Tag Team Champion; Unified Tag Team Champion; 2001 *King of the Ring*; WWE Hall of Fame (2012)

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 80
GRAPPLE POWER: 80	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 75
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 80	**CHARISMA:** 85
SPEED: 85	**TAG TEAM:** 100
JUMP: 80	**OVERALL:** 88
AGILITY: 85	

ABILITIES

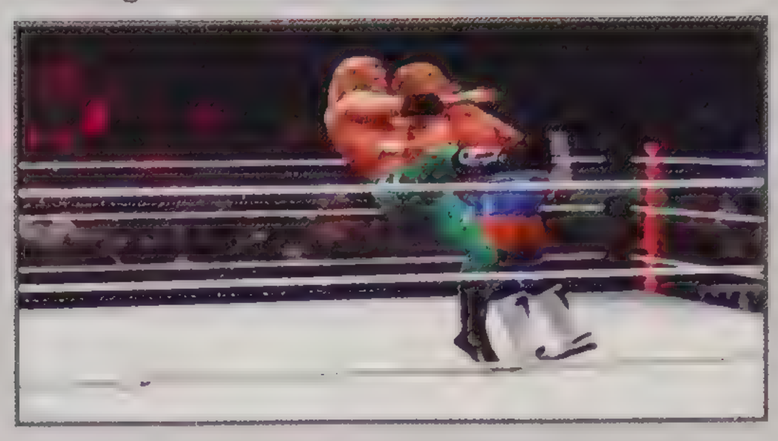
Comeback	Move Thief
Hammer Throw	Springboard Dives

TAUNT TIMES

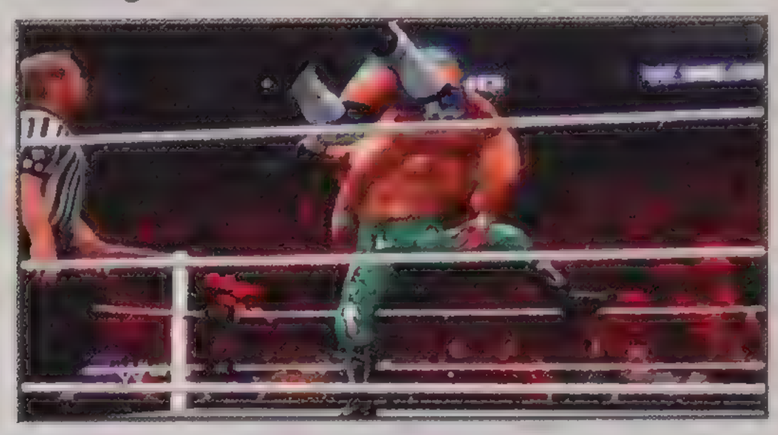
D-PAD DIRECTION	TIME
Up	1.5s
Right	4.5s
Down	3.3s
Left	4.5s

SIGNATURE MOVES

DOWNWARD SPIRAL
Standing front



EDGECUTION 2
Standing front



FINISHERS

STRIKING SPEAR
Running or Irish whip rebound

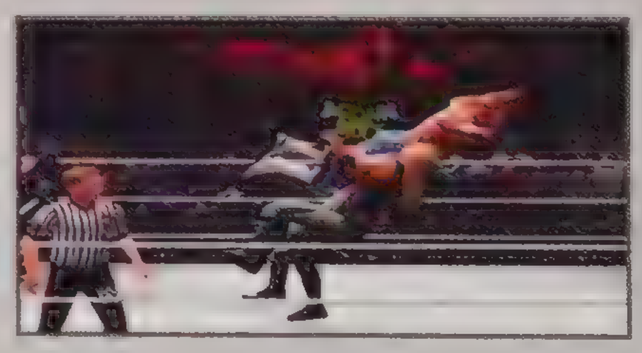
EDGECATOR
Grounded opponent near lower body

DOWNWARD SPIRAL (ALTERNATE)
Standing front

WWE BIO

Long before he was the "Rated-R Superstar," Edge just totally reeked of awesomeness. Never one to hide his sense of adventure or humor, Edge was one of the cornerstones of the "Attitude Era." Often aligned with his best friend, Christian, Edge was always comfortable engaging in wacky, offbeat shenanigans. To be kind, Edge & Christian had a very interesting way of looking at things. But the truth of the matter is that the two formed arguably the best tag team in WWE history, with seven World Tag Team Championship reigns to their credit. But even in those early days of his career, Edge showed glimpses of the Hall of Fame-level singles competitor he would soon become. He won the Intercontinental Championship several times and outlasted the field to win the *King of the Ring* tournament in 2001. It was during this period that Edge began to put all the pieces to greatness together. *WWE '13* will afford fans far more than a five-second pose for the benefit of flash photography. It will bring back Edge, the man that helped re-introduce the concept of the "conchairto" to modern society, in all his mad-capped glory. And that just totally reeks of awesomeness, right?

BREAKDOWN



Edge from 1999 is tag team Edge. He's not quite as strong as the legend that he has become, but he is still well-rounded and he's got a great ability set with Comeback and Springboard Dives, with Move Thief thrown in to keep it interesting. He is designed to be paired with Christian in tag team matches as an homage to their rise in the "Attitude Era". With his 100 Tag Team attribute and the Clothesline & Spear Tag Team Finisher. When you are on your own, hit your opponent with an Edgecution 2 Signature Move and follow it up with a Wake Up Taunt and the running Finisher Striking Spear.

FAAROOQ

SIGNATURE MOVES

POWERSLAM 5
Standing front or Irish whip rebound

SPINEBUSTER 2
Standing front or Irish whip rebound

FINISHERS

INVERTED FRONT POWERSLAM
Standing front

WWE BIO

Faarooq is a soldier of fortune, ruled by the almighty dollar. If you have a problem, a problem that perhaps no one else can help with, and you possess cash—lots of cash—then perhaps Faarooq will take on your cause. Of course, beer, cards and a nice cigar would go a long way to currying Faarooq's favor, as well. (Just don't forget the cash). Once the leader of the feared Nation of Domination, Faarooq found a kindred spirit in the raw-boned Texan, Bradshaw. As the Acolytes, the duo would do the bidding of Undertaker, and later Mr. McMahon. Amid these upheavals, Faarooq and Bradshaw saw an opportunity and struck out on their own, opening the Acolytes Protection Agency (APA). The two would set up shop and wait for Superstars to seek out their services, which they carried out swiftly, and with extreme prejudice. You see, time was of the essence. Beer doesn't stay cold forever. Arguably one of the greatest athletes to ever step foot in a WWE ring, Faarooq is again open for business in *WWE '13*. With Bradshaw at his side, mayhem is as sure a bet as the royal flush he deals himself in poker against an unwitting rube.

BREAKDOWN

Faarooq is a tough dude and a well-rounded Superstar. Team up with Bradshaw for some tag team action, and the ability to rock the vicious Backbreaker & Elbow 1 Tag Team Finisher. On his own, his Inverted Front Powerslam is a tremendously devastating Finisher grapple and is begging to be used on the announcer table. He's not weak in any area, and sports 75-85 ratings across the board. We used him to dominate at different levels and challenge matches with great success.

STATS

HEIGHT: 6'2"
WEIGHT: 270 pounds
FROM: Warner Robins, GA
CAREER HIGHLIGHTS: WCW Champion; World Tag Team Champion; WCW World Tag Team Champion; WCW United States Tag Team Champion; College Football Hall of Fame inductee; All-American for Florida State University; Orange Bowl Hall of Fame inductee

ATTRIBUTES

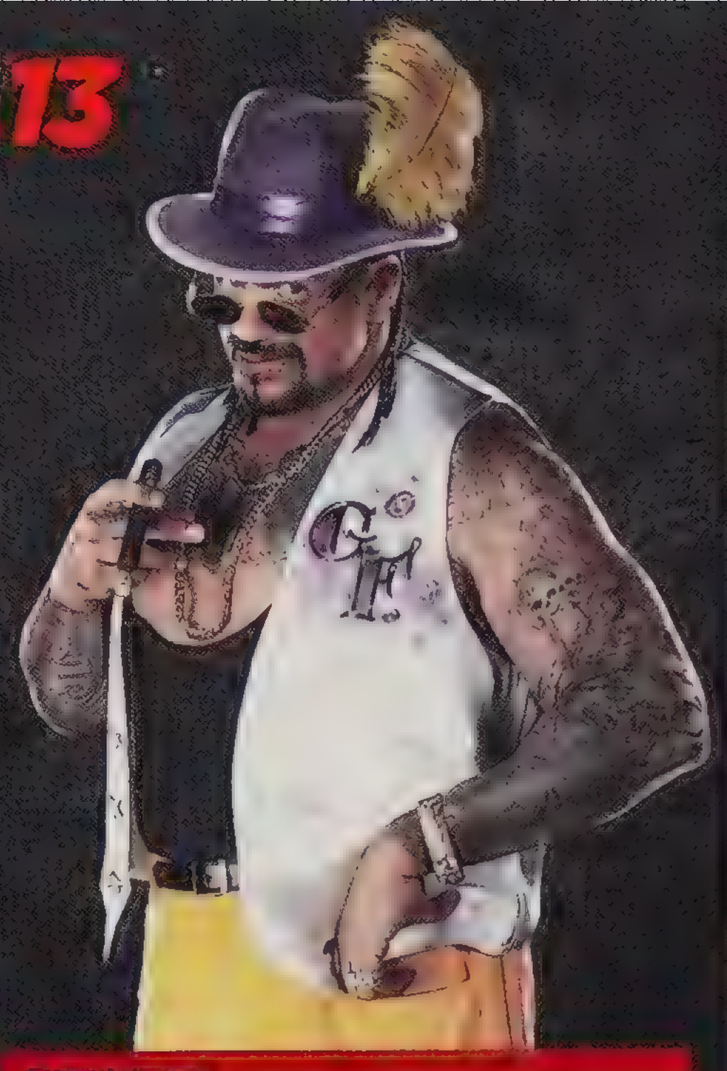
STRIKE POWER: 85	**ADRENALINE:** 85
GRAPPLE POWER: 85	**RECOVERY:** 85
SUBMISSION: 80	**TOUGHNESS:** 80
STRIKE DEFENSE: 75	**DURABILITY:** 80
GRAPPLE DEFENSE: 80	**CHARISMA:** 75
SPEED: 75	**TAG TEAM:** 85
JUMP: 75	**OVERALL:** 87
AGILITY: 80	

ABILITIES

Hammer Throw	Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.7s
Right	2.4s
Down	2.7s
Left	2.4s



GODFATHER

STATS

HEIGHT: 6'6"

WEIGHT: 320 pounds

ATTRIBUTES

STRIKE POWER: 80	ADRENALINE: 85
GRAPPLE POWER: 75	RECOVERY: 80
SUBMISSION: 75	TOUGHNESS: 75
STRIKE DEFENSE: 80	DURABILITY: 80
GRAPPLE DEFENSE: 80	CHARISMA: 90
SPEED: 75	TAG TEAM: 85
JUMP: 75	OVERALL: 86
AGILITY: 75	

ABILITIES

Hammer Throw

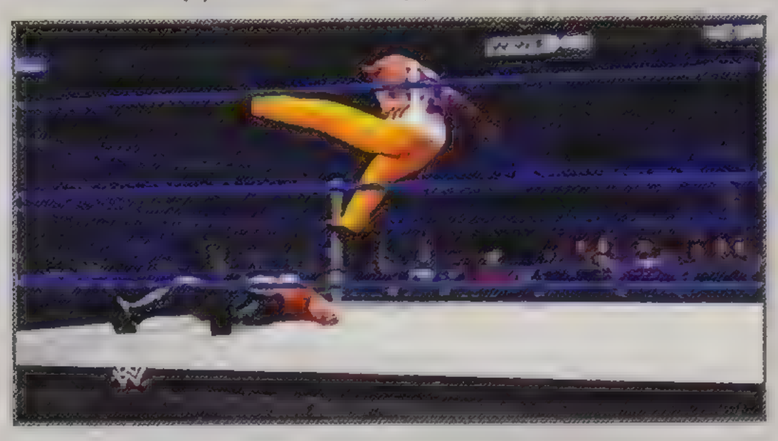
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	7.6s
Right	7.6s
Down	7.6s
Left	7.6s

SIGNATURE MOVES

RUNNING LEG DROP 5

Grounded opponent near upper body



ARM TWIST/LEG LARIAT

Standing front

FINISHERS

HO TRAIN

Corner opponent front

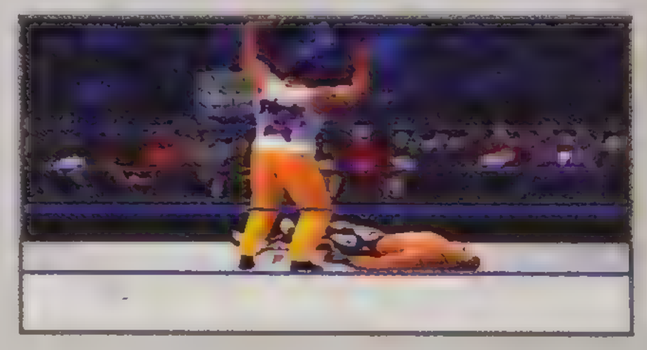
PIMP DROP

Standing front

WWE BIO

At his core, the Godfather is a businessman, fully aware of the laws of supply and demand. Dealing in precious cargo, demand has never been a problem. And Godfather has made it his life's mission to maintain an endless stream of supply for his clients. With stunning beauties on his arm at every turn, Godfather garners attention every time he struts down to the ring. Colorfully dressed and always with a proposition at the ready, Godfather runs his business 24/7. If there's a will, Godfather will most certainly find a way. But don't think that problems don't arise from time to time. As Godfather even admits, his profession "ain't easy." But it's his entrepreneurial spirit that keeps the trains running on time in his world. Godfather is no pushover, either. A former Intercontinental Champion and World Tag Team Champion, he packs power and a surprising amount of agility for such a large man. Adapting quickly has always been a hallmark of Godfather's business both in and out of the ring. In *WWE '13*, Godfather is up to his old tricks again. If life is a party, Godfather is only too happy to be the life of it..

BREAKDOWN

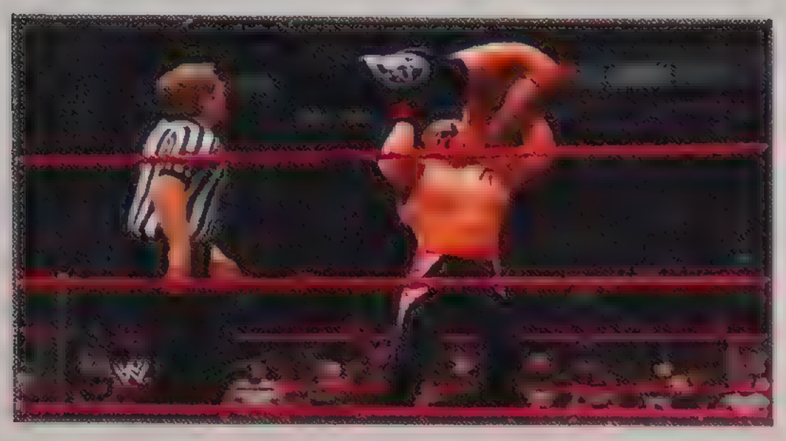


If you want to take advantage of Godfather's impressive 90 in Charisma, Hammer Throw your opponent out of the nearest side of the ring and immediately Taunt. Each Taunt is pretty elaborate, and over seven seconds long—if you get caught in the middle and interrupted you not only don't get the credit for the Taunt in your momentum meter, you'll lose the advantage and be forced to reverse. After you boost your momentum, we love the cool delivery of the Arm Twist/Leg Lariat Signature Move followed by an Irish whip into the corner and the Ho Train Finisher. Godfather was known for his ring theatrics, so play up the theme! If you want to frustrate your opponent, hit them over and over with the Pushing 1 running grapple from the front. We channeled our inner playground bully and liked to say "What are you gonna do?" every time. Totally punked.

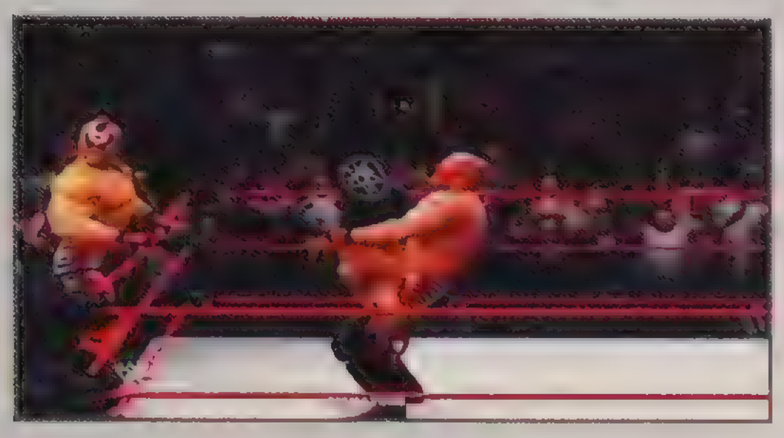
HAWK

SIGNATURE MOVES

MILITARY PRESS SLAM
Standing front



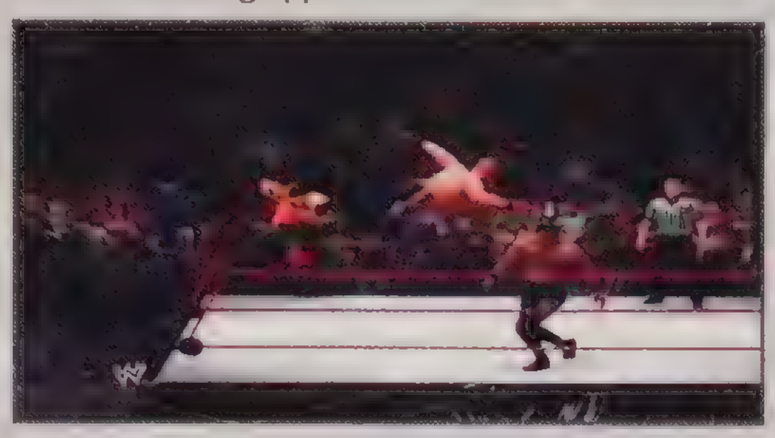
TEXAS PILEDRIVER
Standing front



FINISHERS

HANGMAN'S NECKBREAKER 2
Standing front

DIVING CLOTHESLINE 3
Dive vs. standing opponent

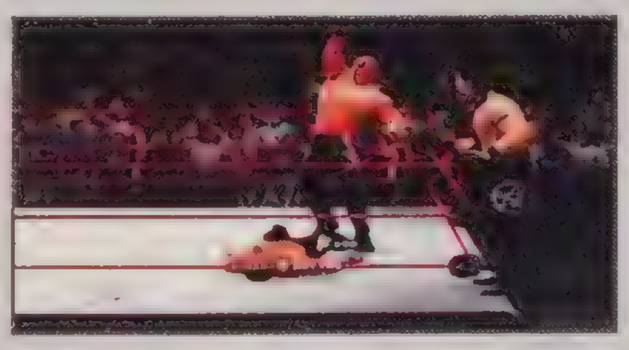


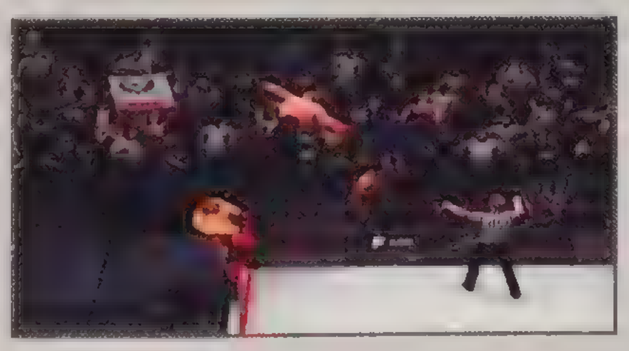
WWE BIO

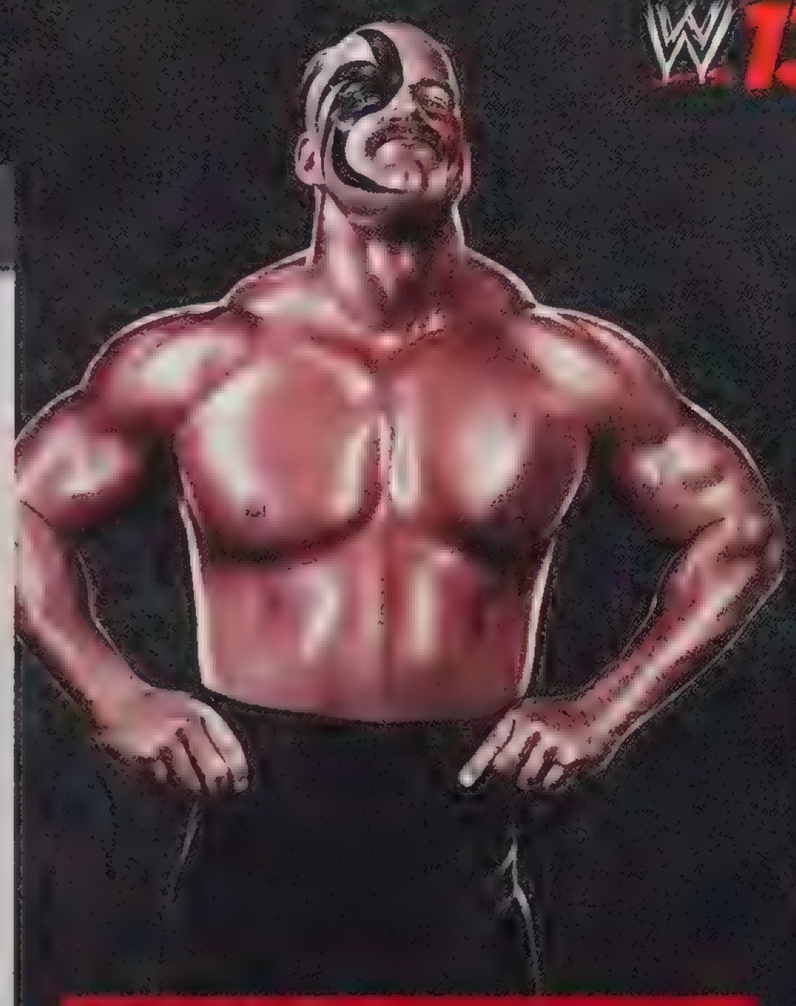
One-half of arguably the greatest tag team of all-time, the Road Warriors, Hawk was an athlete that was truly ahead of his time. A physical specimen just like his tag-team partner, Animal, Hawk stunned fans with just how agile he was for a man of his size. The Road Warriors' finisher, the Doomsday Device, was a case in point. Animal would sit a hapless foe on his shoulders as Hawk dove off the top rope with a thunderous clothesline that usually flipped the opponent over before crashing to the mat. The Doomsday Device was jaw-dropping both as a visual and in its scope. It revolutionized how the game was played in the ring. The duo dominated the tag team landscape for nearly 15 years, decimating foes around the world, especially in Japan, where the Warriors enjoyed almost mythical status. In *WWE '13*, the Road Warriors will once again "snack on danger and dine on death." As Hawk would say, "Ohhhh, What a rush!".

BREAKDOWN

Hawk is a big, strong, old-school Superstar. Pair him with Animal for an awesome tag team experience. He's equally good at striking and grappling, scoring an 85 both power categories. Use the Irish whip and hit your opponent on the rebound with the Big Boot 2 (strike) or the Hip Toss 4 (grapple). When you open up the Signature Move, use the Texas Piledriver—an old-school favorite of ours—and climb up onto the nearest turnbuckle. Use a Wake Up Taunt to have your opponent struggle to his feet and then hit him with the Diving Clothesline 3 Finisher, If you are in a tag team match, and you have a Finisher, whip your opponent into the team corner and use your team Finisher: the Doomsday Device. It's a monster clothesline.







STATS

HEIGHT: 6'2"

WEIGHT: 277 pounds

FROM: Chicago, IL

CAREER HIGHLIGHTS: World Tag Team Champions; NWA Tag Team Champion; AWA World Tag Team Champions; NWA National Tag Team Champions; NWA International Tag Team Champions; WWE Hall of Fame Class of 2011

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 80
GRAPPLE POWER: 85	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 75
STRIKE DEFENSE: 80	**DURABILITY:** 80
GRAPPLE DEFENSE: 80	**CHARISMA:** 80
SPEED: 65	**TAG TEAM:** 100
JUMP: 80	**OVERALL:** 87
AGILITY: 80	

ABILITIES

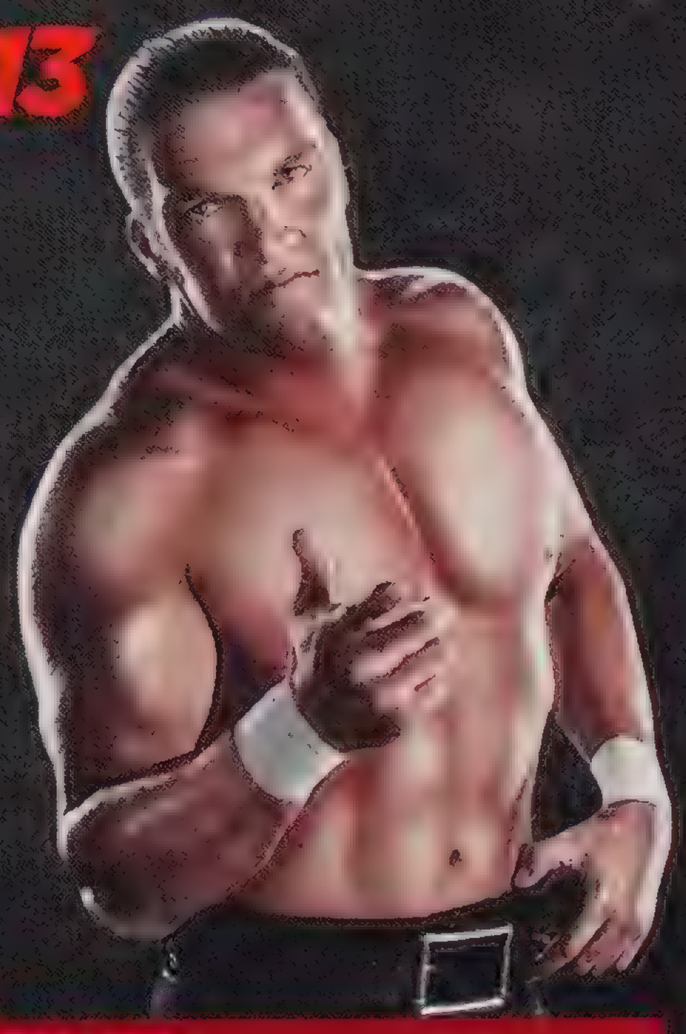
Hammer Throw	Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.7
Right	3.8s
Down	3.2s
Left	3.8s

WWE '13

HUNTER HEARST-HELMSLEY



STATS

HEIGHT: 6'4"

WEIGHT: 255 pounds

FROM: Greenwich, CT

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; Intercontinental Champion; Unified WWE Tag Team Champion; World Tag Team Champion; European Champion; 1997 *King of the Ring*; 2002 *Royal Rumble* Match winner; WWE Chief Operating Officer

ATTRIBUTES

STRIKE POWER:	80	**ADRENALINE:**	75
GRAPPLE POWER:	85	**RECOVERY:**	85
SUBMISSION:	80	**TOUGHNESS:**	85
STRIKE DEFENSE:	85	**DURABILITY:**	80
GRAPPLE DEFENSE:	85	**CHARISMA:**	80
SPEED:	75	**TAG TEAM:**	85
JUMP:	70	**OVERALL:**	88
AGILITY:	70		

ABILITIES

Move Thief

Comeback

Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.4s
Right	2.6s
Down	4.4s
Left	2.6s

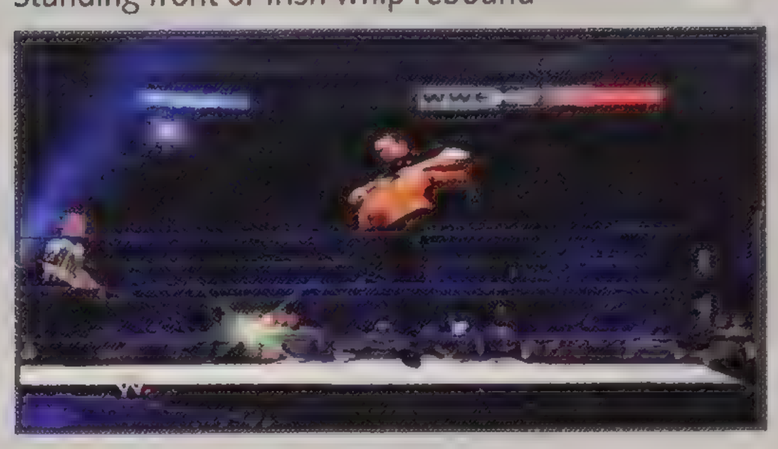
SIGNATURE MOVES

SPINEBUSTER 4

Standing front or Irish whip rebound

SPINEBUSTER 8

Standing front or Irish whip rebound



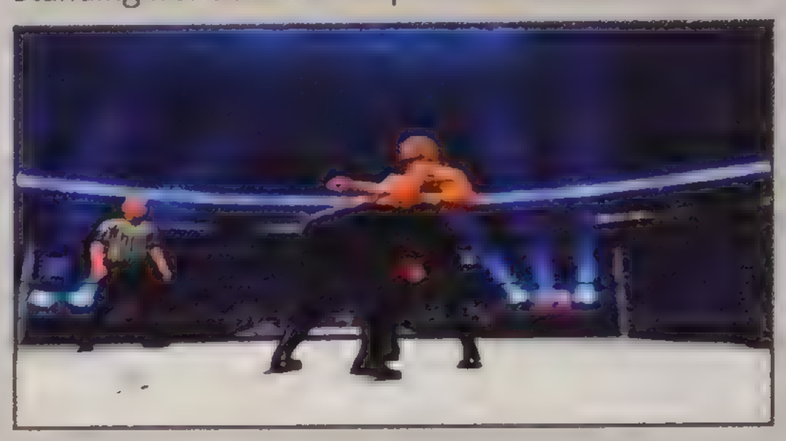
FINISHERS

PEDIGREE 2

Standing front

PEDIGREE 1

Standing front or Irish whip rebound



WWE BIO

He's The King of Kings, a nickname with no hint of exaggeration considering that Triple H is essentially WWE royalty. From his days as a Greenwich snob, to his era-defining run as a co-founder of D-Generation X, to the time he spent shepherding future main eventers Randy Orton and Batista toward WWE greatness in Evolution, Triple H hasn't just existed on the cutting edge, he's been the one sharpening the blade. A 13-time World Champion, The Game has clashed with a litany of ring legends to seize the throne as The King of Kings. The Rock, Stone Cold Steve Austin, Ric Flair, Shawn Michaels, Undertaker, John Cena, even WWE Chairman Mr. McMahon—each mowed down by the sledgehammer-wielding fist of The Cerebral Assassin. He has methodically and systematically usurped sports-entertainment, capturing every major WWE championship (multiple times), the *King of the Ring* crown, a *Royal Rumble* Match victory (2002) and the marquee spot at *WrestleMania* on several occasions, all throughout a career that spans nearly two decades. As The Game's role within WWE shifted from active competition, he used his squared circle acumen to nab the championship of Chief Operating Officer and steer WWE toward some it's most exciting and controversial moments in 2011. A bitter, personal rivalry with anti-authority crusader CM Punk tested Triple H's resolve, and a mutiny by the whole *Raw* roster made it clear that even the combined power of an entire locker room couldn't keep him down. Both situations necessitated The Cerebral Assassin's return to the ring and, during each encounter—not to mention his five-star classic bout against The Phenom at *WrestleMania XXVII*—he demonstrated that, whether in a suit or trunks, he can still compete at the most elite level without missing a beat. At *WrestleMania XXVIII*, after four years of battles between Triple H, Undertaker and Shawn Michaels, the trio participated in a post-bout curtain call that truly signified The End of an Era. Triple H's passion for the squared circle burns hot and ensures that, no matter his role in WWE, those who choose to play The Game should be prepared to play by his rules. Unfortunately, The Cerebral Assassin has had to deal with Brock Lesnar breaking those rules at every turn since the freakish brute's return to WWE on the night after *WrestleMania XXVIII*. The WWE COO also couldn't escape the taunts of Lesnar's representative, Paul Heyman, who has slapped Triple H with lawsuits and insulted his family. Three months after a heated confrontation with Lesnar where he broke The Game's arm, The King of Kings finally came face to face with Lesnar at The 25th Anniversary of *SummerSlam*. And despite mustering up a tenacious and valiant effort, The Game learned a painful lesson in helplessness as he was unable to overpower the beastly competitor. After the match, a humbled Triple H refused medical treatment - it was revealed the following morning that Lesnar had again broken his arm—and apologized to the capacity crowd that counted on him to get Lesnar under control. The look of defeat on Triple H's face was a new sight for the WWE Universe, and one that left everyone asking: Is The Game finally over? On the August 27 edition of *Raw*, The Cerebral Assassin addressed questions about his future, reminisced on his career and thanked the WWE Universe for their support. While it remains to be seen if Triple H will ever don the boots again, The Game remarked that he hopes he has left a mark inside the squared circle.

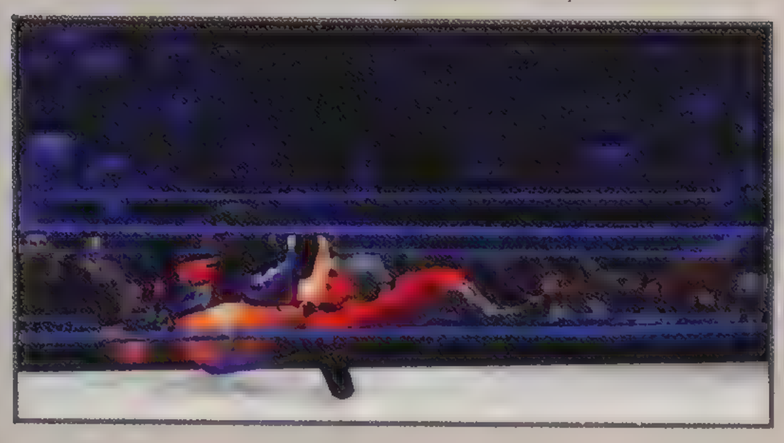
BREAKDOWN

Playing as Hunter Hearst-Helmsley will take true Triple H fans back to their roots. The move-set is the same, but the match could play out to be significantly more difficult. Here, the WWE legend weighs in at just an 88 Overall and he takes a big hit in a few attribute areas. As a relatively new Superstar to the WWE ring during the "Attitude Era", his Charisma as Helmsley is just an 80—a big difference 15 years makes. He's got a strong ability in Comeback, and he's really only weak off the top rope. Grappling is his forte here. Most of his Chain Grapples will result in punishing the body. Destroy the body, destroy the man.

KANE '97-99

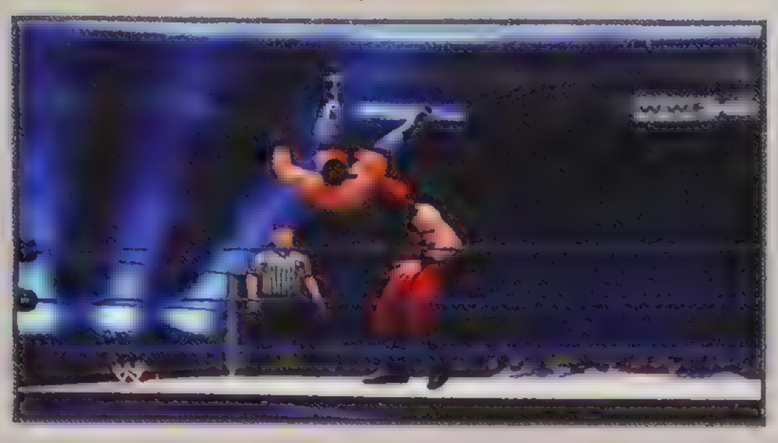
SIGNATURE MOVES

SIDEWALK SLAM 3
Standing front or Irish whip rebound

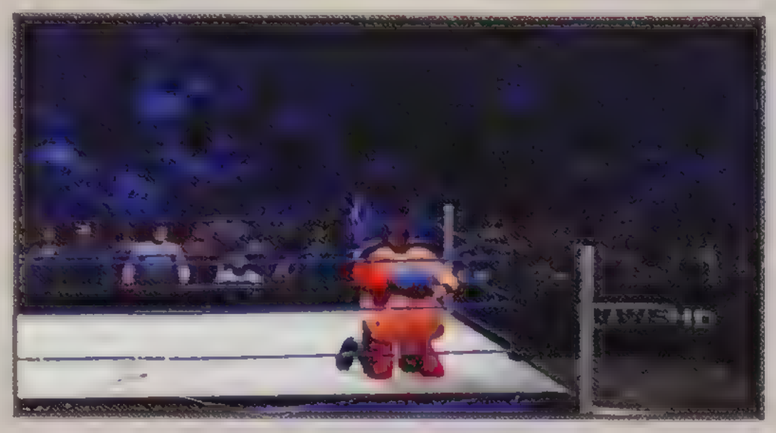


FINISHERS

CHOKESLAM 4
Standing front, Irish whip rebound or catch



TOMBSTONE PILEDRIVER 4
Standing front or catch



WWE BIO

If it seems improbable for hellfire and brimstone to be so utterly chilling, you haven't met Kane. At seven feet tall and weighing in at more than 300 pounds, The Devil's Favorite Demon is a monstrous abomination that seems to have been extracted directly from your childhood nightmares. The "Big Red Monster" has tormented WWE since his debut at Badd Blood in October 1997, when he tore off the cage door and unleashed hell during the first-ever Hell in a Cell Match between Shawn Michaels and his half-brother Undertaker. Kane is consumed by an infernal desire to set ablaze the lives of his fellow Superstars, leaving a scorched path of destruction behind his fiery footsteps. Some of the "Big Red Monster's" more demented acts have included setting a WWE Hall of Famer on fire, hitting a WWE executive with a Tombstone, kidnapping too many Superstars to mention and forcing a WWE Diva to marry him. No one is safe from his twisted desires and demonic impulses. Least of all, it would seem, Kane himself. For years, the sadistic Superstar wore a ghoulish face mask designed to conceal hideous burns from a fire supposedly started by Undertaker years before. But WWE fans received a shock on one of the most infamous nights of Kane's career when, after losing a Mask vs. Championship Match on *Raw*, the tortured soul was forced to unmask and reveal his face to the world. Kane's career has been marked by some stellar and brutally woeful contests in the ring against some of the biggest names in WWE including Undertaker, Stone Cold Steve Austin, Shawn Michaels, Edge and others. He's also pioneered some of the most vicious stipulations of all time, including First Blood, Inferno, Stretcher and even Till Death Do Us Part Matches. Like his sibling, Kane wields a highly decorated mantle of WWE glory, including reigns as WWE Champion, World Heavyweight Champion and ECW Champion. He has shown near-unprecedented versatility in the tag team ranks as well, finding championship success with a litany of partners such as X-Pac, Big Show and even twice with The Deadman himself. Most notably, the famed Brothers of Destruction simultaneously held the World Tag Team Championships and WCW Tag Team Championships during the Alliance Invasion. Hidden beneath a mask in his earliest WWE haunts, Kane reverted to concealing his face under a scarlet leather shroud in late 2011. Now, the "Big Red Monster" has his sights set on Daniel Bryan. After undergoing a mandatory mental evaluation at the behest of *Raw* General Manager AJ Lee, the erratic Bryan was introduced to a unique brand of "anger management therapy" by Kane. Although the submission specialist got the best of his newfound rival at *SummerSlam*, he may have awakened a more uncontrollable fire in The Devil's Favorite Demon. After Kane's brutal attacks on Josh Mathews and Zack Ryder, Lee is now aiming to help him keep his anger under control. She's forced The Devil's Favorite Demon to join Bryan in anger management classes. Though Kane opened up about his tormented life during the first session, he still has a long way to go to reach inner peace, as he viciously chokeslammed David Otunga on *Raw*. Once again attuned with his twisted dark side, Kane looks to lock the WWE Universe in the grip of his grim black glove and leave the landscape of sports-entertainment in ember-laden ash.

BREAKDOWN

Kane in the "Attitude Era" was fairly comparable to what we see today—with a bit more power and a boost from his tag team alliance with Undertaker. His move-set is a smaller and he has not incorporated the Claw Hold submission yet. Beat up your opponents with his 90 Grapple Power on the way to his Finishers. Since both of his Finishers attack the head, use the Kane Uppercut and Throat Thrust 1 (up and right respectively as you tap strike) to attack the head with strikes and follow with running grapples—both front and behind attack the head as well. This will soften up your opponent nicely for your Finishers. Team up with Undertaker '97-98 to take advantage of the assigned Atomic Drop & Big Boot Tag Team Finisher.

STATS

HEIGHT: 7'0"
WEIGHT: 323 pounds
FROM: Parts Unknown
CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; ECW Champion; Intercontinental Champion; World Tag Team Champion; WCW Tag Team Champion; Hardcore Champion

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 80
GRAPPLE POWER: 90	**RECOVERY:** 85
SUBMISSION: 70	**TOUGHNESS:** 95
STRIKE DEFENSE: 85	**DURABILITY:** 90
GRAPPLE DEFENSE: 85	**CHARISMA:** 75
SPEED: 75	**TAG TEAM:** 90
JUMP: 75	**OVERALL:** 91
AGILITY: 80	

ABILITIES

Hammer Throw
Move Thief
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	1.9s
Right	5.1s
Down	3.4s
Left	5.1s

KEN SHAMROCK

STATS

HEIGHT: 6'1"

WEIGHT: 243 pounds

FROM: Sacramento, CA

CAREER HIGHLIGHTS: Intercontinental Champion; World Tag Team Champion; 1998 *King of the Ring*

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 80
GRAPPLE POWER: 80	**RECOVERY:** 80
SUBMISSION: 100	**TOUGHNESS:** 90
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 80	**CHARISMA:** 70
SPEED: 75	**TAG TEAM:** 75
JUMP: 75	**OVERALL:** 88
AGILITY: 80	

ABILITIES

- Dirty Pin
- Hammer Throw
- Resiliency
- Leverage Pin
- Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.6s
Right	4.7s
Down	3.6s
Left	4.7s

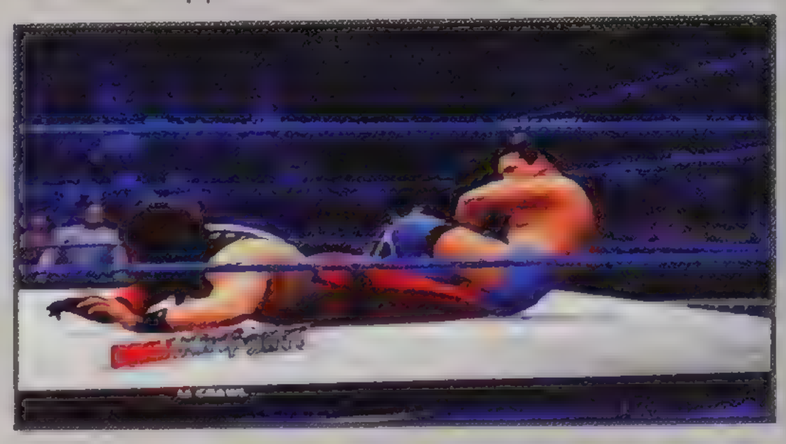
SIGNATURE MOVES

BELLY TO BELLY 5
Standing front

FRANKENSTEINER 1
Standing front or running

FINISHERS

ANKLE LOCK 3
Grounded opponent near lower body



SLEEPER HOLD 2
Standing front or Irish whip rebound

BELLY TO BELLY 5 (ALTERNATE)
Standing front

WWE BIO

In the late 1990s, an unmistakable and thundering guitar riff marked the coming of The World's Most Dangerous Man, Ken Shamrock. The memorable entrance theme signaled an unbridled intensity that Shamrock brought to the squared circle—a competitive nature forged through his mixed martial arts discipline and WWE career. The leader of the Lion's Den training camp for fighters made a name for himself in the early days of UFC. Shamrock's rivalry with MMA legend Royce Gracie established him as one of the organizations first and biggest stars. In 1995, Shamrock became the UFC's first champion outside of tournament competition, winning the Superfight Championship before competitors were divided by weight class. Establishing a hall of fame career in the annals of mixed martial arts, The World's Most Dangerous Man decided to move onto a grander stage in 1997 by joining WWE. Making his first appearance at ringside in February 1997, Shamrock soon became involved in the heated rivalry between Bret "Hit Man" Hart and Stone Cold Steve Austin. At *WrestleMania 13*, The Excellence of Execution and The Texas Rattlesnake engaged in a No Disqualification Submission Match with Shamrock as the special referee that gave the WWE Universe their first glimpse of The World's Most Dangerous Man's physical nature. Shamrock soon entered active competition and quickly became one of the most feared Superstars on the WWE roster. Shamrock's intensity often triggered his uncontrollable temper, leaving his opponents defenseless even after the closing bell rang. Shamrock's temper may have gotten the better of him at times, but his intensity is what also led him to his greatest achievements. In 1998, he proved his dominance in the ring by winning the *King of the Ring* tournament. That same year, Shamrock won an eight-man tournament to capture the Intercontinental Championship. While reigning as Intercontinental Champion, the MMA specialist teamed with The Big Boss Man to win the World Tag Team Championships, becoming a dual champion. Shamrock's presence opened up new realms of combat in WWE. The grappler became known for his participation in unorthodox matches, including a Hart Family Dungeon Match in the basement of the legendary Hart house and an MMA-inspired Lion's Den Match. In addition, he competed in a KO Match, Lion's Den Weapons Match, Iron Circle Match and a series of Submission Matches. Shamrock ended his WWE career after suffering an injury during a hostile rivalry with Chris Jericho. Though Shamrock eventually returned to Mixed Martial Arts, the former Intercontinental Champion's raw intensity and abilities made him one of the most feared and dangerous competitors of the "Attitude Era".

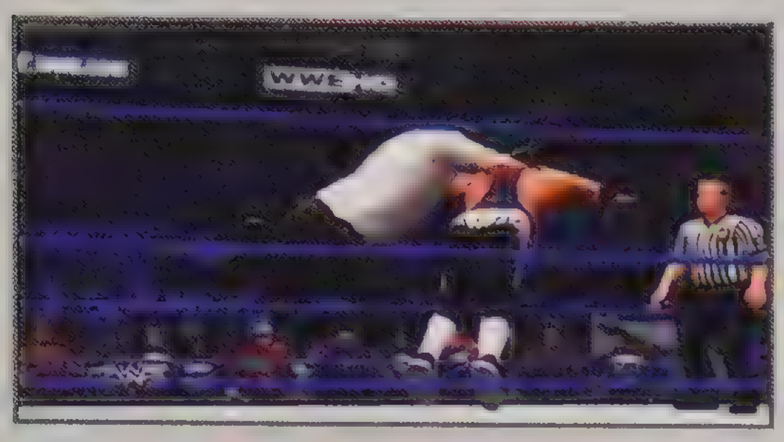
BREAKDOWN

Ken Shamrock is the real deal. Though he rates only an 88 Overall, he has a 100 Submissions rating and has a well-rounded skill set. Both of his Finishers in the ring are submissions, so if you haven't done critical damage to your opponent's head or legs, you may want to bank that Finisher and keep grinding away with power grapples and strikes until you see red on the limb targeting system diagram (R1 or RB). The Belly to Belly 5 alternate finisher is what he'll throw to blast an opponent through the announcer table. Many of his grapples and strikes attack the head, so opt for the Sleeper Hold 2 Finisher to drop your opponent to the mat and lock it in.

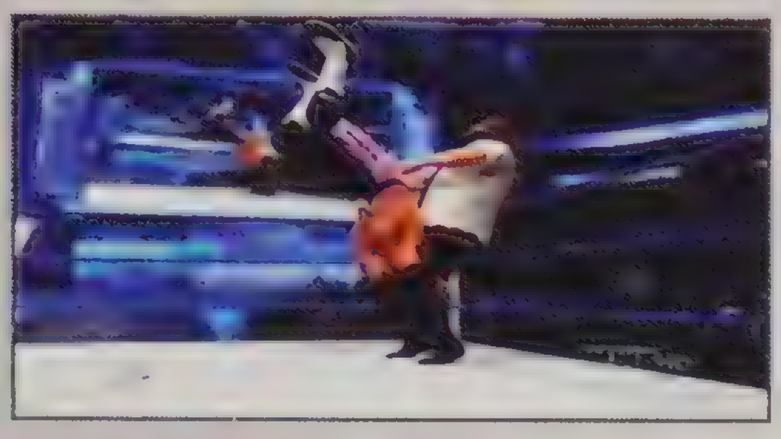
MANKIND

SIGNATURE MOVES

TWO HAND BULLDOG
Standing behind

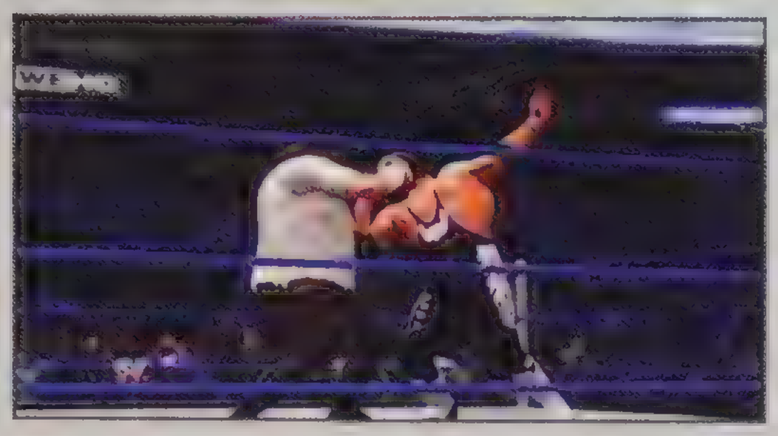


STUMP PULLER PILEDRIVER
Standing front



FINISHERS

MANDIBLE CLAW
Standing front

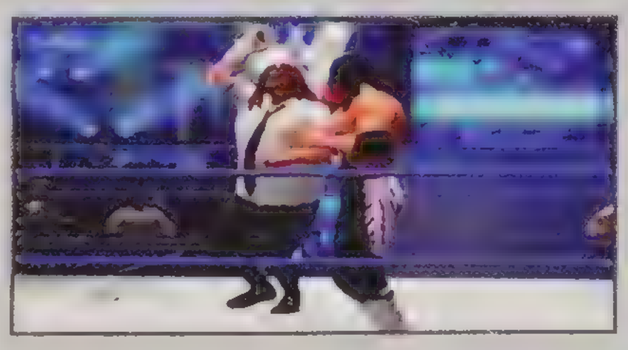


DOUBLE ARM DDT 2
Standing front

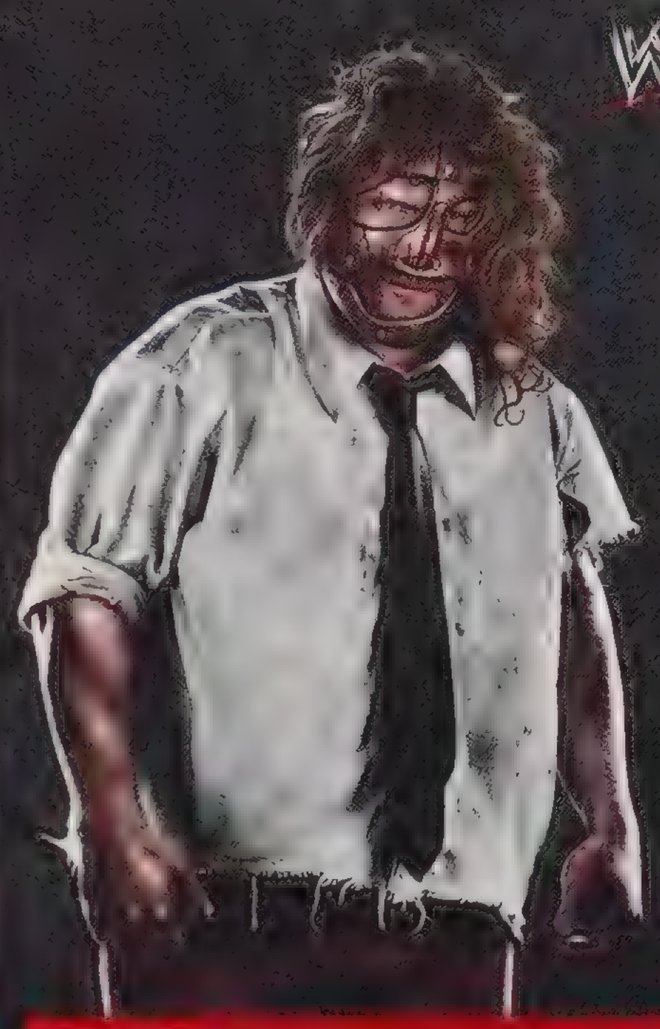
WWE BIO

The WWE ring has never been a place for the meek of heart. Demented individuals have found solace delivering punishment there. Tortured souls have taken out their pain on hapless opponents. But even against that landscape, Mankind truly stands out from the crowd. Wearing a leather mask to help shield himself from the prying eyes of society, Mankind's psychological issues are clearly visible. He tears his own hair out. He rocks back and forth incessantly. His speech is high-pitched and often quivering. But make no mistake. While Mankind's outward mannerisms appear weak, he's one of the most brutal Superstars in WWE history. If he must feel pain, Mankind wants everybody else to feel his pain, too. But there is another side to Mankind – the side yearning for acceptance and love. He so badly wants to be accepted, and many unscrupulous people have used that void to their advantage. And inevitably, Mankind turns his rejection into anger, and opponents usually have to pay a price for that. Mankind has produced several of the most memorable moments in WWE history. Some of these moments have been joyous, while others, frankly, have been uncomfortable to watch. In *WWE '13*, Mankind returns in all his complex glory. As Jim Ross might say, Mrs. Foley's baby boy has come home.

BREAKDOWN



Mr. Socko returns! Playing as Mankind is a blast. He's a great all-around Superstar, and in one of his longer Taunts, he sits down on the mat and rocks back and forth—it's hilarious. He's a good striker and great at reversals, so don't be afraid to mix it up with your opponent and work toward a Finisher. When the Mandible Claw Finisher begins, the sock comes out and your opponent goes down. To get there, light up your opponent with strikes early (right and tap strike for a quick jab; hold strike for a haymaker knockdown) and move to grapples and pick them up to control keep the advantage. Taunt left and right for quick taunts when your opponent is down.



STATS

HEIGHT: 6'2"
WEIGHT: 297 pounds
FROM: Truth or Consequences, NM
CAREER HIGHLIGHTS: WWE Champion; World Tag Team Champion; WCW Tag Team Champion; ECW Tag Team Champion; Hardcore Champion

ATTRIBUTES

STRIKE POWER: 85	ADRENALINE: 85
GRAPPLE POWER: 80	RECOVERY: 85
SUBMISSION: 75	TOUGHNESS: 95
STRIKE DEFENSE: 85	DURABILITY: 90
GRAPPLE DEFENSE: 85	CHARISMA: 85
SPEED: 75	TAG TEAM: 85
JUMP: 75	OVERALL: 91
AGILITY: 75	

ABILITIES

Dirty Pin
Hammer Throw
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	6.4s
Right	1.8s
Down	6.3s
Left	1.8s

MARK HENRY '98

STATS

HEIGHT: 6'4"
WEIGHT: 412 pounds
FROM: Silsbee,TX
CAREER HIGHLIGHTS: World Heavyweight Champion; ECW Champion; European Champion

ATTRIBUTES

STRIKE POWER:	90	**ADRENALINE:**	65
GRAPPLE POWER:	100	**RECOVERY:**	80
SUBMISSION:	80	**TOUGHNESS:**	90
STRIKE DEFENSE:	80	**DURABILITY:**	90
GRAPPLE DEFENSE:	75	**CHARISMA:**	80
SPEED:	55	**TAG TEAM:**	80
JUMP:	40	**OVERALL:**	86
AGILITY:	40		

ABILITIES

Hammer Throw
Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.0s
Right	2.5s
Down	2.0s
Left	2.5s

SIGNATURE MOVES

MILITARY PRESS DROP
Standing front or Irish whip rebound

FINISHERS

DOWN BODY SPLASH
Grounded opponent near side (pin combo)

SCOOP POWERSLAM
Standing front or Irish whip rebound (pin combo)

WWE BIO

Imagine every bone in your body being crushed into sawdust while you struggle to take a breath. Either you're about to become python food, or you're on the business end of Mark Henry's World's Strongest Slam. Henry burst on the scene at the 1992 Summer Olympics in Barcelona, where he competed in weightlifting in the super-heavyweight division. Three years later, at the Pan American Games, Henry captured a gold, silver and bronze medal. Henry's intimidating size and weightlifting prowess earned the attention of WWE, who signed him in 1996. From there, the new Superstar joined the infamous Nation of Domination, where he established himself as a ruthless and powerful big man—traits he channeled to earn first prize in the 2002 "World's Strongest Man" competition at the Arnold Schwarzenegger Classic. Hence, the moniker he carries today, 15 years after debuting in WWE, where Mark Henry stands at a terrifying peak. After years in and out of WWE fans' favor, Henry reached the zenith in 2011, becoming 50 pounds leaner and embracing the huge chip lingering on his shoulder. Capable of feats like folding a frying pan and hoisting an automobile, The World's Strongest Man unleashed a newly embraced aggression to establish his very own "Hall of Pain" of wounded victims en route to his first-ever World Heavyweight Championship at Night of Champions in September 2011. Injuries can't stop him, and neither can Superstars such as Shawn Michaels, Undertaker, Kane and Big Show—all of whom have been scraped from his boots at some point in his career. With a wealth of experience, the steady concentration of an ER surgeon, and the temper of Bruce Banner, the scariest thing about Mark Henry isn't the fact that he's The World's Strongest Man—it's the fact that he's just getting started.

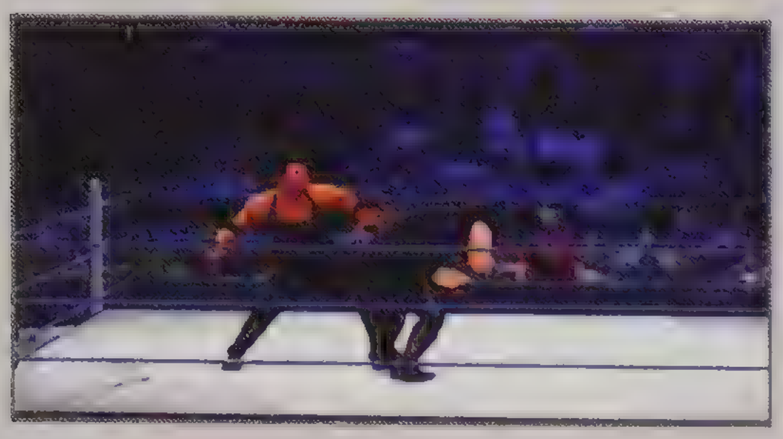
BREAKDOWN

Mark Henry was fairly new to WWE in '98, but with his experience as a champion powerlifter, he took to the ring quickly and was known to have a powerful presence. This version of Mark Henry is not quite as polished (he's got a more limited move-set) and he take a small hit in multiple attribute areas. But, with a 90 in Strike Power and the 100 in Grapple Power, he is still going to be tough to tangle with. We had the most problems with strong speedy opponents who were able to stay out of Henry's strong grasp. If you're facing one of these guys, spend a little time outside the ring to cut off any dive and run angles. There are a few nooks and crannies to corner opponents in out there—to the side of the announcer table and next to the ringside stairs. Force them to stay close and you'll have more luck.

MR. MCMAHON

SIGNATURE MOVES

COMBINATION PUNCH
Standing front



LOU THESZ
Running or Irish whip rebound

FINISHERS

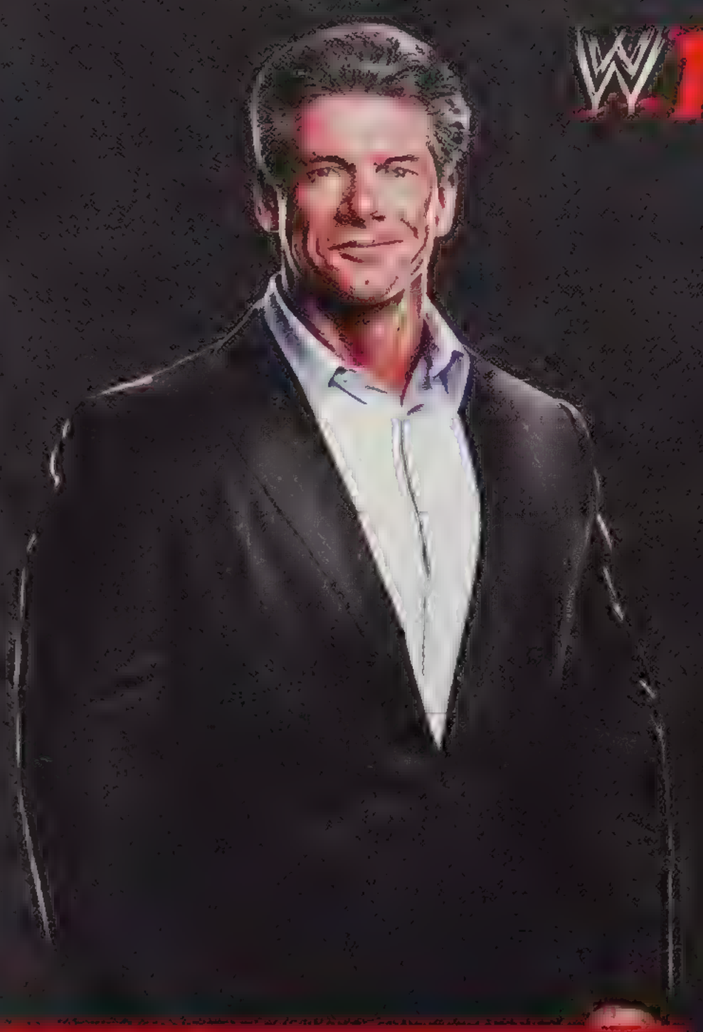
MR. MCMAHON STUNNER
Standing front

WWE BIO

He's the boss, big cheese, head honcho, high muck-a-muck, top dog, man upstairs, taskmaster, ringleader and kingpin all rolled into one. Since purchasing Capitol Wrestling Co. from his father in 1982, The Chairman has built his empire ruthlessly and efficiently, dispatching all who stand in the way of his entertainment sovereignty—from Ted Turner and WCW to HBK and God. During the '80s, Mr. McMahon transformed WWE from a regionally-run business into a national juggernaut, bringing wrestling into the mainstream and pioneering the use of pay-per-views in the process. In the '90s, he launched the ever-popular "Attitude Era", highlighted by his rivalry with Stone Cold Steve Austin. By 2001, he purchased rival WCW. And ever since, he's entertained the WWE Universe in more ways that can be counted, clashing with D-Generation X, Randy Orton, Bret Hart, Hulk Hogan, Donald Trump and even his own children, Shane and Stephanie. McMahon's been blown up, buried beneath an exploding stage, shaved bald and fingered as Hornswoggle's illegitimate father. He's given away millions of his own money, locked lips with Rikishi's posterior and withstood the pain of being relieved of his day-to-day duties by his own son-in-law, Triple H and WWE's Board of Directors. The WWE Chairman's been battered, humiliated, rendered incontinent (thanks, Stone Cold)...and yet he plods on like an evil Rocky Balboa, refusing to go down for the count. Belligerent, cocky, always spoiling for a fight, Mr. McMahon is the personification of steel balls. He walks to the ring like he's got a pair, and WWE fans love hating him for it.

BREAKDOWN

As a throwback to the feud with Stone Cold Steve Austin in the "Attitude Era", Mr. McMahon uses his Mr. McMahon Stunner Finisher in *WWE '13*, so get you your special moves as fast as possible to do more damage to your opponent. His biggest strength by far is his ability to work the crowd with his 100 Charisma—his next best score is his only 80 in Strike Power. You'll have to be crafty with Mr. McMahon, and, true to his in-ring persona, don't feel bad for taunting and using Ring Escape or Move Thief. His character likes to toe the line for what is acceptable in the ring, but he's has tallied some big wins over the years this way. Do some work on your opponent ringside for greater damage.



STATS

HEIGHT: 6'2"
WEIGHT: 248 pounds
FROM: Greenwich, CT
CAREER HIGHLIGHTS: Chairman and CEO of WWE; WWE Championship; *Royal Rumble* winner (1999)

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 65
GRAPPLE POWER: 70	**RECOVERY:** 70
SUBMISSION: 70	**TOUGHNESS:** 70
STRIKE DEFENSE: 75	**DURABILITY:** 75
GRAPPLE DEFENSE: 70	**CHARISMA:** 100
SPEED: 65	**TAG TEAM:** 75
JUMP: 65	**OVERALL:** 81
AGILITY: 65	

ABILITIES

Dirty Pin
Move Thief
Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.8s
Right	2.8s
Down	2.4s
Left	3.1s

PAUL WIGHT

STATS

HEIGHT: 7'0"

WEIGHT: 441 pounds

FROM: Tampa, FL

CAREER HIGHLIGHTS: ECW World Champion; WWE Champion; WCW Champion; World Tag Team Champion; WWE Hardcore Champion; United States Champion; WWE Tag Team Champion; Intercontinental Champion

ATTRIBUTES

STRIKE POWER:	100	ADRENALINE:	65
GRAPPLE POWER:	100	RECOVERY:	80
SUBMISSION:	85	TOUGHNESS:	95
STRIKE DEFENSE:	75	DURABILITY:	95
GRAPPLE DEFENSE:	80	CHARISMA:	90
SPEED:	65	TAG TEAM:	95
JUMP:	45	OVERALL:	92
AGILITY:	40		

ABILITIES

Hammer Throw

Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.5s
Right	2.4s
Down	3.5s
Left	2.8s

SIGNATURE MOVES

SIDEWALK SLAM 3

Standing front or Irish whip rebound

FINISHERS

CHOKESLAM 6

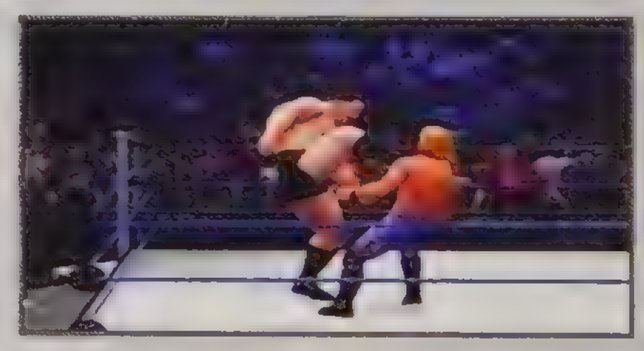
Standing front or catch

WWE BIO

Reminiscent of such goliaths as Andre the Giant and Big John Studd, Big Show is a feared competitor who intimidates opponents with his size and stare alone. The World's Largest Athlete's measurements are astounding. He weighs 441 pounds, stands a mighty seven feet tall, wears a 22 EEEEE size shoe and boasts a 64-inch chest. It's no surprise then that his in-ring debut left a crater-sized impression on the likes of Hulk Hogan and Ric Flair in WCW, where the young giant captured the WCW Championship on two occasions, along with the WCW Tag Team Championship. In 1999, Show emerged as a global star upon signing with WWE, where he collided with Superstars of great acclaim and captured a slew of championships, including the WWE Championship. From Stone Cold Steve Austin and The Rock to Undertaker and Triple H, there's no top name in the business who hasn't succumbed to the man's battering ram of a fist. He's even gone toe-to-toe with world champion boxer Floyd Mayweather Jr., who only managed to clean Show's clock at *WrestleMania XXIV* with the aid of brass knuckles. On a lighter note, The World's Largest Athlete happens to be the world's largest fan of the Rat Pack. He's also an expert auto mechanic and owns a 64-foot yacht dubbed "Showdaddie." And unlike the giants before him, Big Show harbors a sense of humor, which he put on full display in WWE Studios' 2010 theatrical release, "Knucklehead." Yet make no mistake, Show, the first man to capture the WWE, WCW and ECW Championships, is still more proficient at delivering punches than punchlines. Just ask Mark Henry, who awoke the sleeping giant at 2011's Vengeance. Big Show responded by unleashing a devastating half-ton superplex on Henry, which not only shook the ring to its core, it caused it to implode. Now that's high impact.

BREAKDOWN

Even before the name Big Show was born, Paul Wight was a beast in the ring. He's got some notable differences in his move-set and abilities, but his attribute ratings are very similar. The big differences lie in his Tag Team Finisher move-set. Wight has four Tag Team Finishers with his corporate allies during the "Attitude Era"—Mr. McMahon, Shane McMahon, Ken Shamrock, and Big Boss Man each have a Finisher as Paul Wight's partner. Even in his younger years, Paul Wight was not going to win too many foot races, but his 65 Speed is better. But, with 100 ratings in Grapple Power and Strike Power, who are you going to run from anyway?

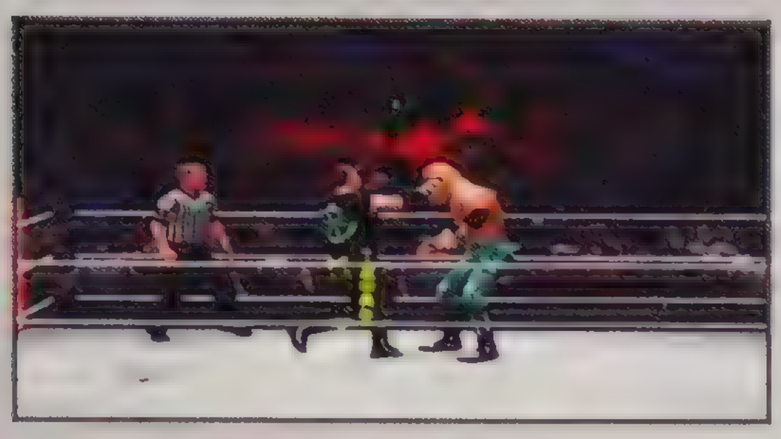


ROAD DOGG

SIGNATURE MOVES

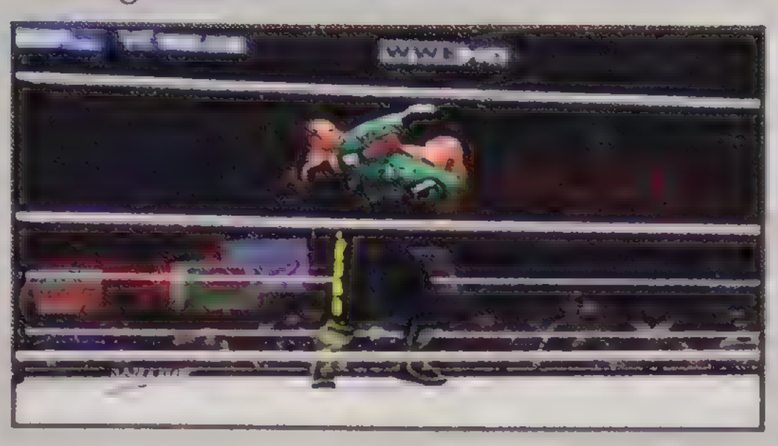
RUNNING KNEE DROP 2
Grounded opponent near upper body

SHAKE, RATTLE AND ROLL
Standing front



FINISHERS

PUMPHANDLE DROP 3
Standing front

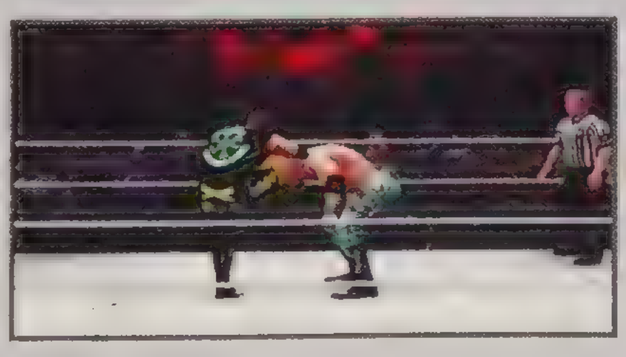


WWE BIO

"Oh you didn't know? You better call somebody!" Those are the classic words that Road Dogg Jesse James bellowed to alert the WWE Universe to the presence of the hell raising New Age Outlaws. Lewd, cocky and dangerous, the "D-O-double G" and his partner Billy Gunn became one of the most decorated duos in WWE history and an unforgettable part of WWE's "Attitude Era" during their reign over the tag division. It's hard to believe that Road Dogg wasn't always the loud, in-your-face personality that commanded everyone's attention. A former Marine, he entered WWE in 1994 as The Roadie, a personal gofer for wannabe country singer Jeff Jarrett and bent the rules to ensure victory for "Double J." He also performed songs that Jarrett lip synced and took credit for, which may have had something to do with their falling out. Eventually, it was revealed that Road Dogg was the true singer, returning as "The Real Double J." Soon, though, he tired of the song and dance routine. He recruited Billy Gunn, who was languishing as Honky Tonk Man's protégé, to be his partner, and WWE was never the same again. The pair that came to be known as The New Age Outlaws displayed a brash new attitude that would come to define that era in WWE history. The pair thrived on creating anarchy from the moment they joined forces, stealing The Road Warriors' spiked shoulder pads and locking Cactus Jack & Chainsaw Charlie in a dumpster before throwing it off the entrance stage. The Outlaws did it all with a flair that endeared them to the WWE Universe. The Road Dogg, introducing their arrival like a carnival barker, developed a unique relationship with crowds around the world, who sang along to every word he uttered. They soon joined up with D-Generation X, where Road Dogg became the group's de facto hypeman. All along the way, The New Age Outlaws racked up five reigns as World Tag Team Champions, defeating teams like Kane & Mankind and The Rock 'n' Sock Connection. And although he found his greatest success in tandem, Road Dogg was also skilled as a singles competitor with reigns as both the Intercontinental and Hardcore Champion. After nearly a decade away from WWE rings, Road Dogg surprised the WWE Universe by entering the 2012 *Royal Rumble* Match. Though he wasn't victorious, he showed the world he can still hang inside the squared circle. Oh, you didn't know?

BREAKDOWN

You better call somebody! That saying permeated into the pop culture for a reason. The tag team of Road Dogg and Billy Gunn dominated the ring in the "Attitude Era". Use strikes with Road Dogg, but if you can, tie up your opponent in a Front Facelock (up and grapple button) and tap the grapple button again to execute a Step Kick—so fun. Build your momentum and use the Signature Move Shake, Rattle and Roll. His only out-of-the-box Finisher is the Pumphandle Drop 3, so slam your opponent to the canvas and settle in for the pin. Team up with Billy Gunn to unlock the Tag Team Finisher Chin Lock & Kenka Kick.



STATS

HEIGHT: 6'1"
WEIGHT: 241 pounds
FROM: Marietta, GA
CAREER HIGHLIGHTS: World Tag Team Champion; Intercontinental Champion; Hardcore Champion

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 85
GRAPPLE POWER: 70	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 75
STRIKE DEFENSE: 85	**DURABILITY:** 80
GRAPPLE DEFENSE: 80	**CHARISMA:** 90
SPEED: 80	**TAG TEAM:** 90
JUMP: 75	**OVERALL:** 87
AGILITY: 70	

ABILITIES

Dirty Pin	Leverage Pin
Hammer Throw	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.6s
Right	1.7s
Down	3.6s
Left	1.7s

THE ROCK '98-99

STATS

HEIGHT: 6'5"

WEIGHT: 260 pounds

FROM: Miami, FL

CAREER HIGHLIGHTS: WWE Champion; WCW Champion; Intercontinental Champion; World Tag Team Champion; *Royal Rumble* winner (2000)

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 90
GRAPPLE POWER: 85	**RECOVERY:** 90
SUBMISSION: 90	**TOUGHNESS:** 85
STRIKE DEFENSE: 90	**DURABILITY:** 80
GRAPPLE DEFENSE: 90	**CHARISMA:** 100
SPEED: 80	**TAG TEAM:** 85
JUMP: 75	**OVERALL:** 94
AGILITY: 80	

ABILITIES

Move Thief

Hammer Throw

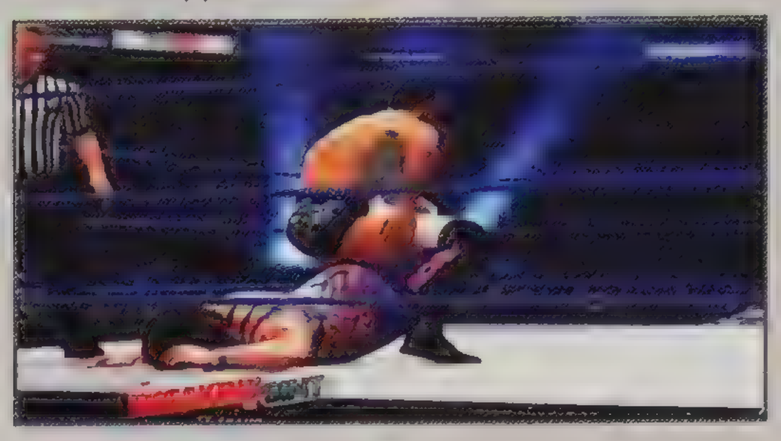
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.5s
Right	4.5s
Down	4.5s
Left	4.5s

SIGNATURE MOVES

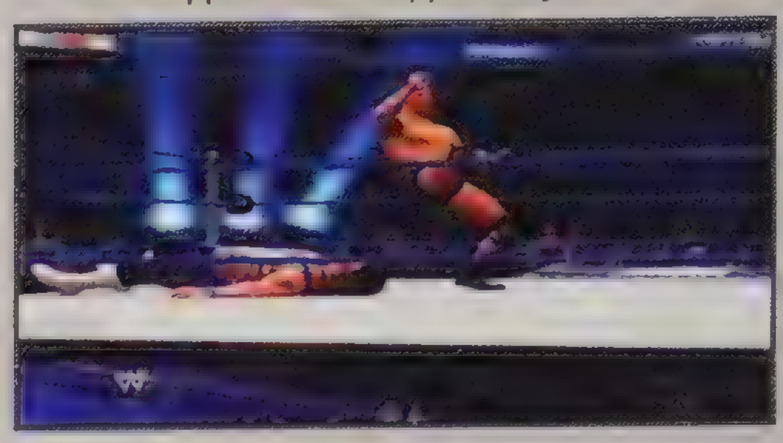
SHARPSHOOTER
Grounded opponent near lower body



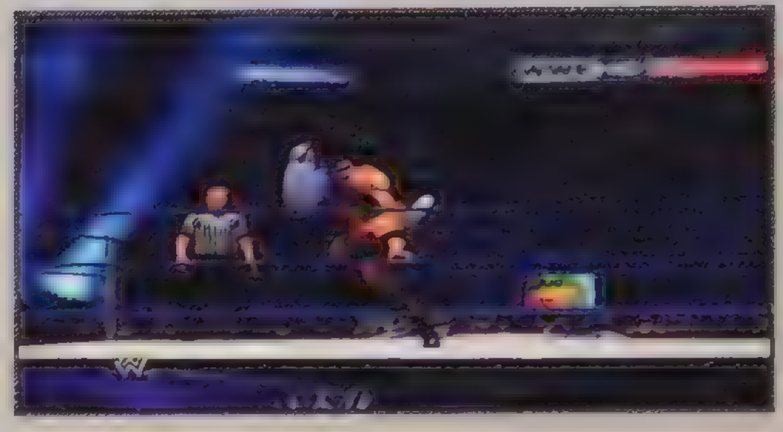
SPINEBUSTER 11
Standing front or Irish whip rebound

FINISHERS

PEOPLE'S ELBOW
Grounded opponent near upper body



ROCK BOTTOM
Standing front



WWE BIO

He's been dubbed The People's Champion and The Most Electrifying Man in All of Entertainment, but mere words fail to capture the essence of the most charismatic Superstar of all time. Although the catchphrase "boots to asses" comes awfully close. The first third-generation Superstar in WWE history, the man born Dwayne Johnson was destined for sports-entertainment immortality since birth, but his rise to the status of a pop culture icon was harder to predict. In the time since he made his debut as a grinning good guy at the 1996 Survivor Series, The Brahma Bull has won seven WWE Championships, headlined *WrestleMania*, hosted "Saturday Night Live," written a New York Times bestselling autobiography and starred in films like "Fast Five" and "The Game Plan," which have grossed literally billions of dollars. And, the amazing thing is, he's just getting started. Son of WWE Hall of Famer Rocky Johnson, the University of Miami football standout showed promise early when he won the Intercontinental Championship within months of first setting foot in the ring. From there, The Rock's momentum never slowed as he laid the smackdown on "Attitude Era" rivals like Stone Cold Steve Austin and Triple H while spouting off endless catchphrases that immediately became part of national conversation. With one eyebrow cocked, The People's Champion would warn jabronis to "Know your role and shut your mouth" or "Just bring it!" before delivering his devastating finishing maneuver, The Rock Bottom, on the way to victory. The 6-foot-5 competitor was soon fielding offers to star in films like "The Scorpion King" and "Gridiron Gang" thanks to the endless charisma and sex appeal he exuded in the squared circle. Now a Hollywood leading man, The Rock left WWE to pursue his acting career, only to return to the ring against John Cena in the main event of *WrestleMania XXVIII*—and prove to WWE's newest generation of fans that he truly is The Most Electrifying Man in All of Entertainment. The Rock returned again at *Raw's* historic 1,000th episode, where he announced that he will face whoever is the WWE Champion at *Royal Rumble* for the WWE Championship in January 2013!

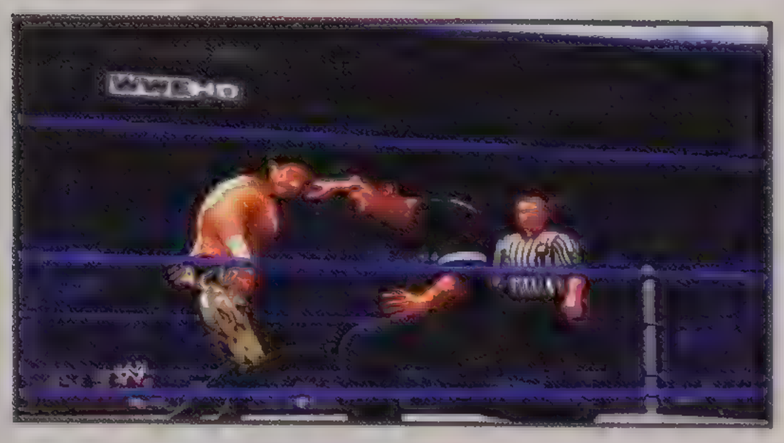
BREAKDOWN

This is The Rock at the top of his WWE game. This isn't Hollywood fame The Rock. This is The Rock with super-sweet sideburns. He's got a 100 in Charisma and he's pretty awesome in every other category too. He's got the identical move-set as his present-day persona, but the couple of upticks in attribute areas give '98-99 The Rock the advantage. Hammer throw your opponent out of the ring and Taunt to quickly open up a Signature Move. We tortured our opponents with a long frustrating match where we banked our Finishers by pressing the right analog stick and unloaded all at once. Back to back People's Elbows were hard to sit through for our opponent, so we ended the match with a Rock Bottom. Just bring it!

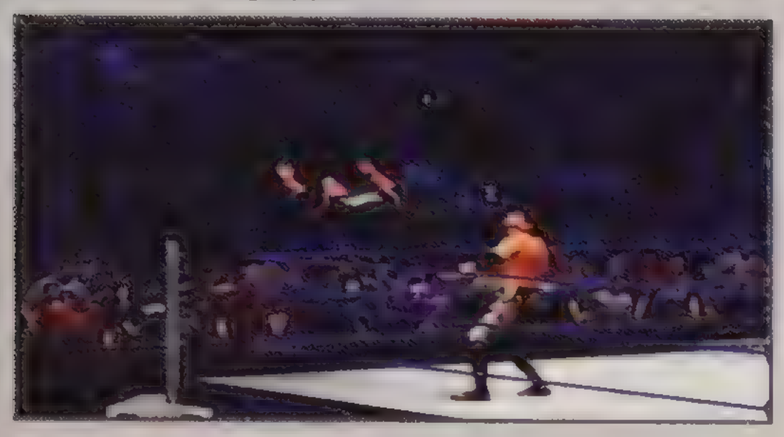
SHANE MCMAHON

SIGNATURE MOVES

COMBINATION 1
Standing front



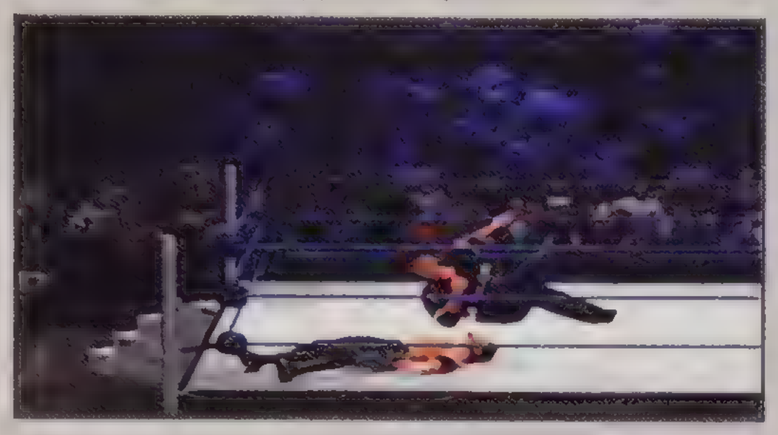
MISSILE DROPKICK 2
Dive vs. standing opponent



FINISHERS

COAST TO COAST 2
Corner opponent seated

LEAP OF FAITH
Dive vs. grounded opponent (pin combo)



SNAP SUPLEX (ALTERNATE)
Standing front

WWE BIO

Born with sports-entertainment in his blood, Shane McMahon thrilled the WWE Universe with his daredevil decisions both in and out of the ring. The only son of WWE Chairman Mr. McMahon, Shane grew up in sports-entertainment, learning the ins and outs of the business while holding various positions, including referee and announcer. In fact, Shane was the play-by-play man on the debut edition of *Sunday Night Heat* in 1999. It wasn't until the younger McMahon stepped out from behind the microphone that the WWE Universe saw how similar to his father he was, yet different in many ways. There's no doubt that Shane McMahon inherited his father's entrepreneurial spirit. However, he put a modern twist on it. He eschewed a suit and tie for a more casual look, not unlike contemporary moguls like Mark Cuban. His flamboyant, cocky attitude could be both endearing and irritating. Perhaps Shane's crowning moment as a businessman came on March 26, 2001. His father believed he had purchased long-time rival WCW, ending the "Monday Night War" that raged throughout the 1990s. However, Mr. McMahon's desire to embarrass his former competition gave Shane the opportunity of a lifetime. While his father showboated over his supposed conquest, Shane shocked the world when he appeared in person at the final Monday Nitro to announce that the name on the purchase papers did say McMahon—Shane McMahon. Shane's devil-may-care attitude carried over from the boardroom into the ring. Most heirs to a billion-dollar company wouldn't dare risk life and limb in-between the ropes. Shane-O-Mac went above and beyond the call of duty. He surprised the WWE Universe with his athletic ability and willingness to climb, literally, to new heights and take a leap of faith, crashing onto his opponents below. During his in-ring career, McMahon toppled the gigantic Big Show, stood toe-to-toe with Olympic gold medalist Kurt Angle and even defeated his father in a brutal Street Fight at *WrestleMania X-Seven*. Though he left WWE to pursue other opportunities in 2010, Shane McMahon's time with the organization remains a testament to the tenacity and fearlessness of sports-entertainment's first family.

BREAKDOWN

Shane McMahon is a deceiving 82 Overall. His 90 in Charisma, 95 in Agility and 90 in Jump surely pull up the average. But, he's got just 70s in his power and defense. That said, he's got some good abilities and a very cool set of Signature Moves and Finishers to play with. His Combination 1 Signature Move might have a plain name, but it's a showy three-punch combo that shows off some pretty hilarious footwork. After pounding our opponent to the mat we picked them up and whipped them to the corner to set up the Coast to Coast 2 Finisher which has Shane leaping the width of the ring off the top rope to land a devastating dropkick. Taunt often.

STATS

HEIGHT: 6'2"
WEIGHT: 236 pounds
FROM: Greenwich, CT
CAREER HIGHLIGHTS: European Champion; Hardcore Champion

ATTRIBUTES

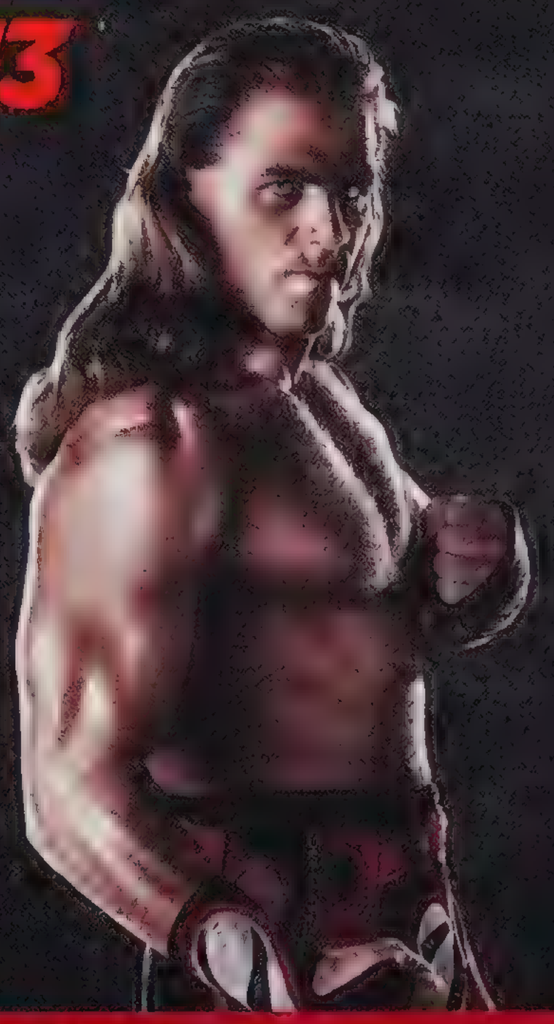
STRIKE POWER: 70	**ADRENALINE:** 75
GRAPPLE POWER: 70	**RECOVERY:** 75
SUBMISSION: 70	**TOUGHNESS:** 65
STRIKE DEFENSE: 70	**DURABILITY:** 75
GRAPPLE DEFENSE: 70	**CHARISMA:** 90
SPEED: 75	**TAG TEAM:** 75
JUMP: 90	**OVERALL:** 82
AGILITY: 95	

ABILITIES

Move Thief	Leverage Pin
Outside Dives	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.0s
Right	2.9s
Down	2.0s
Left	2.9s



SHAWN MICHAELS

STATS

HEIGHT: 6'1"

WEIGHT: 225 pounds

FROM: San Antonio, TX

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; Intercontinental Champion; European Champion; World Tag Team Champion; *Royal Rumble* winner (1995 & 1996); WWE Hall of Fame Class of 2011

ATTRIBUTES

STRIKE POWER:	80	**ADRENALINE:**	95
GRAPPLE POWER:	75	**RECOVERY:**	100
SUBMISSION:	85	**TOUGHNESS:**	80
STRIKE DEFENSE:	95	**DURABILITY:**	85
GRAPPLE DEFENSE:	95	**CHARISMA:**	95
SPEED:	95	**TAG TEAM:**	90
JUMP:	90	**OVERALL:**	95
AGILITY:	85		

ABILITIES

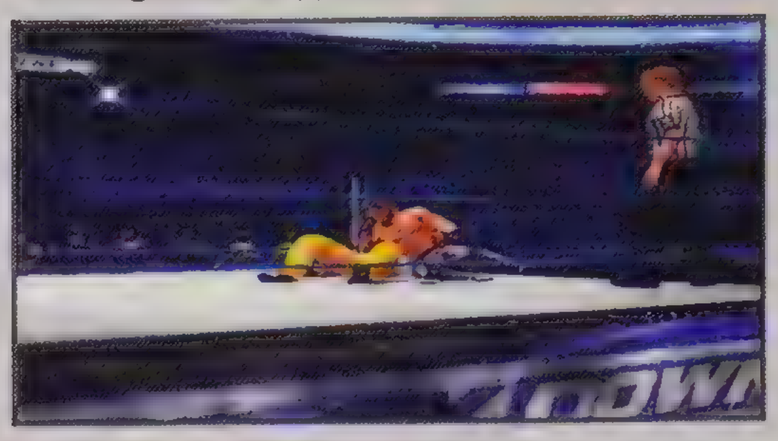
Comeback	Springboard Dives
Outside Dives	Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.6s
Right	2.6s
Down	3.6s
Left	2.6s

SIGNATURE MOVES

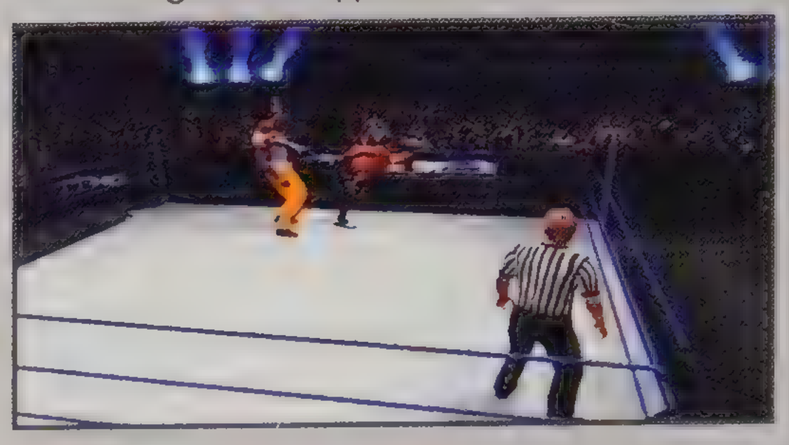
DIVING ELBOW DROP 4
Dive vs. grounded opponent



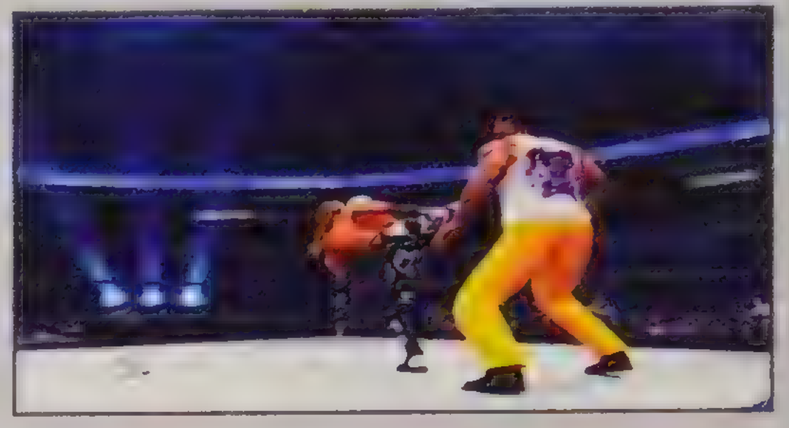
SHARPSHOOTER
Grounded opponent near lower body

FINISHERS

SWEET CHIN MUSIC
Corner vs. grounded opponent or catch



SWEET CHIN MUSIC
Standing front, running, Irish whip rebound or catch

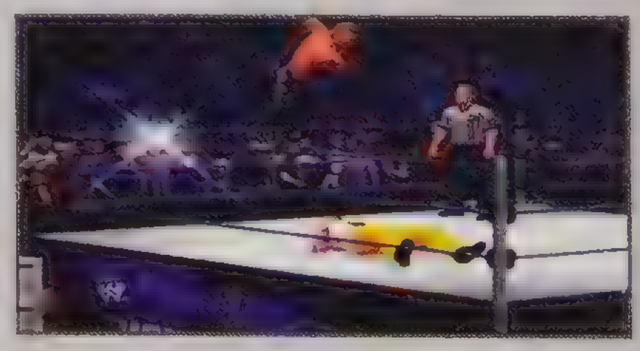


TEXAS PILEDRIVER (ALTERNATE)
Standing front

WWE BIO

Ask any Superstar on the WWE roster who the most gifted sports-entertainer of all time is and nearly everyone will have the same answer—Shawn Michaels. A cocky, confident heartbreaker from San Antonio, Texas, HBK started off his career as one-half of The Rockers and ended it in a classic match with Undertaker at *WrestleMania XXVI*. Along the way, he won every major WWE championship, two *Royal Rumble*s, entry into the WWE Hall of Fame and a reputation as The Icon, The Showstopper, The Main Event. His days in the ring weren't always glorious, though. After charming crowds as a Rocker in the '90s, HBK infamously severed his partnership with Marty Jannetty by smashing his friend's head through a window. And the notorious "Montreal Screwjob" of the 1997 Survivor Series involving his greatest rival, Bret "Hit Man" Hart, could have killed a lesser Superstar's career. Instead, it only added to the allure of one of sports-entertainment's most captivatingly flawed figures. A rebel in leather chaps, Michaels bucked authority and surrounded himself with people who did the same. As the troublemaker behind DX, HBK made life a living hell for the McMahon family alongside his longtime running buddy Triple H. As a member of The Kliq, he did the same for the WWE locker room, carefully wielding his considerable influence to get the best treatment for himself and friends like Kevin Nash and Scott Hall. The self-proclaimed "Sexy Boy" could be an unrepentant prima donna, but he was so fluid and brilliant in the ring that it hardly mattered. His Ladder Match with Razor Ramon at *WrestleMania X* established his reputation for having the best bout on The Grandest Stage of Them All—a tradition he'd continue in classics against Kurt Angle, Chris Jericho and Undertaker. HBK's thrilling run was nearly brought to an early end when a back injury put him out for more than four years. In that time, he fell in love, had children, found religion. When he finally returned, Michaels displayed none of the flaws that plague many Superstars in their final years in the ring. Instead, The Icon continued to have career-defining matches right up until his last stand against The Phenom at *WrestleMania XXVI*. Although it was one of the final times WWE fans would hear the crack of Sweet Chin Music, audiences did not mourn HBK's retirement. Instead, they celebrated it, grateful to have witnessed the evolution of Shawn Michaels from high-flying Rocker to sports-entertainment immortal.

BREAKDOWN



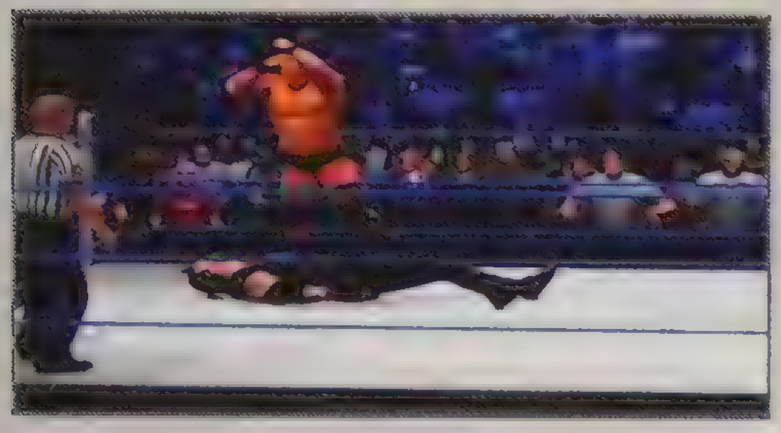
Rated a 95 Overall and with a deep move-set, one could make an argument that Shawn Michaels is perhaps the toughest Superstar to beat in the game. Even though he's not the most powerful Superstar he's got six attributes rated 95 or above and a host of great abilities, including Comeback, that allow him to launch attacks from anywhere. Use his speed against the larger, plodding opponents and slow the quick guys down with running grapples. He the highest-rated defensively in the game, so reverse everything and push the action. If you ever end up on the ceiling of the Hell in a Cell Match, press grapple to use his Sweet Chin Music kick to launch your opponent off and down to the concrete. Great fun!

STONE COLD STEVE AUSTIN

SIGNATURE MOVES

LOU THESZ PRESS 1
Running or Irish whip rebound

ELBOW DROP 7
Grounded opponent near side



FINISHERS

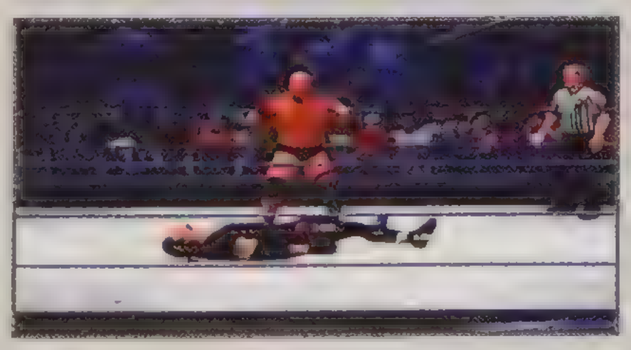
STONE COLD STUNNER 3
Standing front

STONE COLD STUNNER 1
Standing front

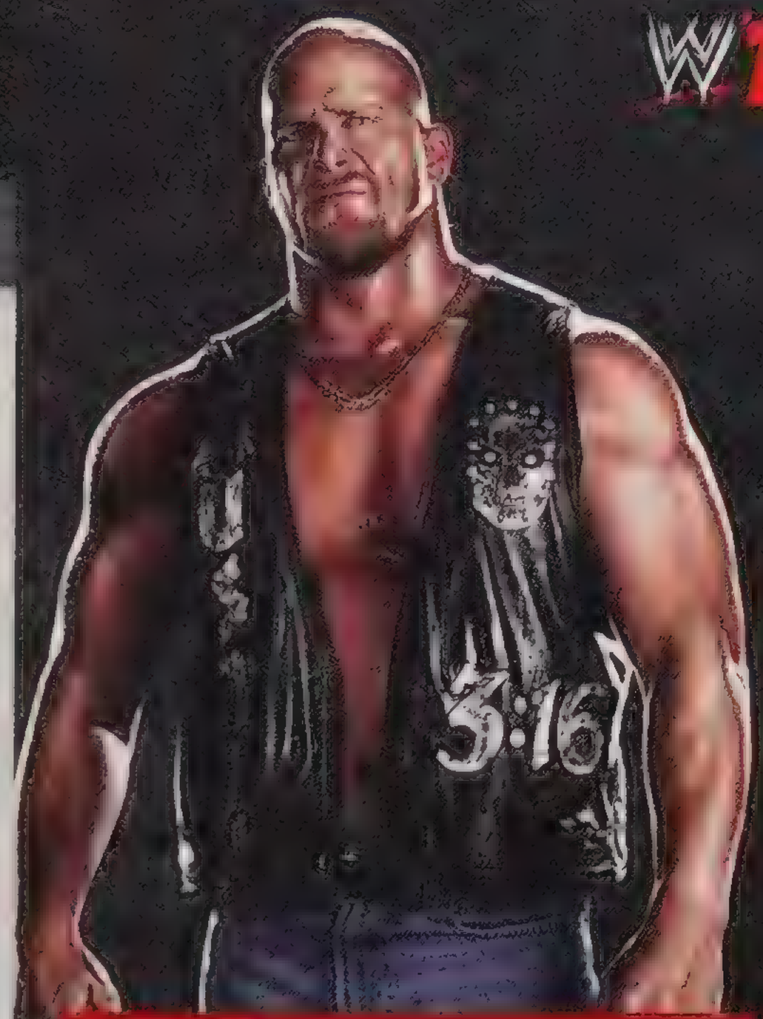
WWE BIO

"Austin 3:16 says I just whipped your ass." Those might be the most historic words ever uttered in WWE history. For that sentence was the start of Stone Cold Steve Austin's reign of dominance, and it struck a chord with fans like no one ever had before. Austin enjoyed success in WCW during the mid '90s, but he never really put forth his true personality. It took an unlikely series of events, starting with his termination from WCW by executive Eric Bischoff via courier, which brought Austin's take-no-prisoners attitude to the forefront. Following a brief stint in ECW, where Austin began to show the first seeds of his tell-it-like-it-is style, he ventured to WWE. He debuted as the "Ringmaster," and was managed by the "Million Dollar Man" Ted DiBiase. Week after week, Austin enjoyed success. But also week after week, Austin's frustration grew. He wasn't able to be his true self as the "Ringmaster," and he blamed many people, not the least of which was Mr. McMahon. McMahon's marketing vision is the stuff of legend, but in Austin's mind, he was being held back by his boss, much like he felt that Bischoff did to him in WCW. It finally boiled over at *King of the Ring* 1996, where Austin defeated a newly devout Jake "The Snake Roberts in the tournament final. Austin's anger could not be contained any more. During a post-match interview, Austin said that Roberts' faith and psalms didn't help "The Snake" inside the ring, leading to his famous quote heard 'round the world. Goodbye, Ringmaster. Hello, Stone Cold Steve Austin. Stone Cold made it his life's mission to overcome any obstacle in his path. And more often than not, the obstacle was McMahon. The two are natural enemies, predestined to clash. Austin is anti-establishment; McMahon accumulated his millions by "playing the game." Austin rebels against authority; McMahon is authority personified. Stone Cold Steve Austin vs. Mr. McMahon. A saga that redefined WWE and lifted the company to heights never before seen. It was a special time in WWE history, now the stuff of lore. Until now. In *WWE '13*, history comes alive. Stone Cold and Mr. McMahon clash once again, with the stakes sky higher than ever. The "Attitude Era" is back, and that's the bottom line, 'cause Stone Cold says so.

BREAKDOWN



Stone Cold Steve Austin is rated a 95. He's got high scores in all the "tough" attributes (Recovery, Toughness, Durability) and he's known for big strikes and his iconic Stone Cold Stunner Finisher. He's got a 100 rating in Charisma and super-fast Taunts. Use up and right to tell your opponent...that they're number 1! When you open up your Signature Move, run at your opponent and rock them with the Lou Thesz Press, a Wake Up Taunt and a vicious Stone Cold Stunner. If that doesn't finish them, they're close. Use a gut kick when their damage is critical (down corners on left stick and strike) to put them in an immediate groggy state and hit them with a string of groggy grapples until you can work for the pinfall.



STATS

HEIGHT: 6'2"
WEIGHT: 252 pounds
FROM: Victoria, TX
CAREER HIGHLIGHTS: World Heavyweight Champion; WWE Champion; Intercontinental Champion; World Tag Team Champion; *King of the Ring* (1996); *Royal Rumble* winner (1997, 1998, 2001); WCW United States Champion; WCW Tag Team Champion; WWE Hall of Fame Class of 2009

ATTRIBUTES

STRIKE POWER:	90	ADRENALINE:	85
GRAPPLE POWER:	85	RECOVERY:	90
SUBMISSION:	85	TOUGHNESS:	95
STRIKE DEFENSE:	90	DURABILITY:	90
GRAPPLE DEFENSE:	85	CHARISMA:	100
SPEED:	70	TAG TEAM:	85
JUMP:	70	OVERALL:	95
AGILITY:	70		

ABILITIES

Hammer Throw
Move Thief
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	1.7s
Right	1.7s
Down	2.4s
Left	2.6s

TRIPLE H '99

STATS

HEIGHT: 6'4"

WEIGHT: 255 pounds

FROM: Greenwich, CT

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; Intercontinental Champion; Unified WWE Tag Team Champion; World Tag Team Champion; European Champion; 1997 *King of the Ring*; 2002 *Royal Rumble* Match winner; WWE Chief Operating Officer

ATTRIBUTES

STRIKE POWER:	85	**ADRENALINE:**	75
GRAPPLE POWER:	85	**RECOVERY:**	85
SUBMISSION:	85	**TOUGHNESS:**	85
STRIKE DEFENSE:	85	**DURABILITY:**	85
GRAPPLE DEFENSE:	85	**CHARISMA:**	90
SPEED:	80	**TAG TEAM:**	85
JUMP:	70	**OVERALL:**	91
AGILITY:	70		

ABILITIES

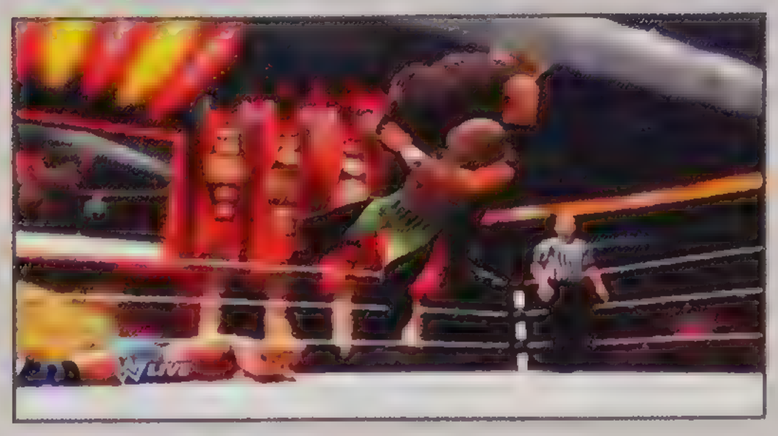
Move Thief	Resiliency
Hammer Throw	Comeback

TAUNT TIMES

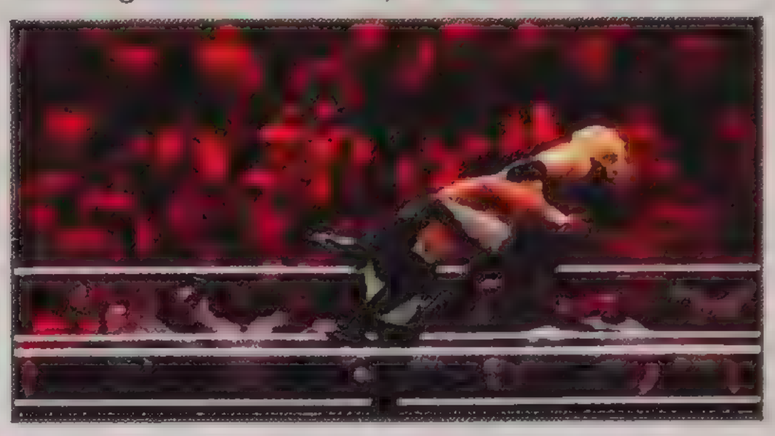
D-PAD DIRECTION	TIME
Up	2.2s
Right	2.7s
Down	1.7s
Left	3.8s

SIGNATURE MOVES

SPINEBUSTER 4
Standing front or Irish whip rebound



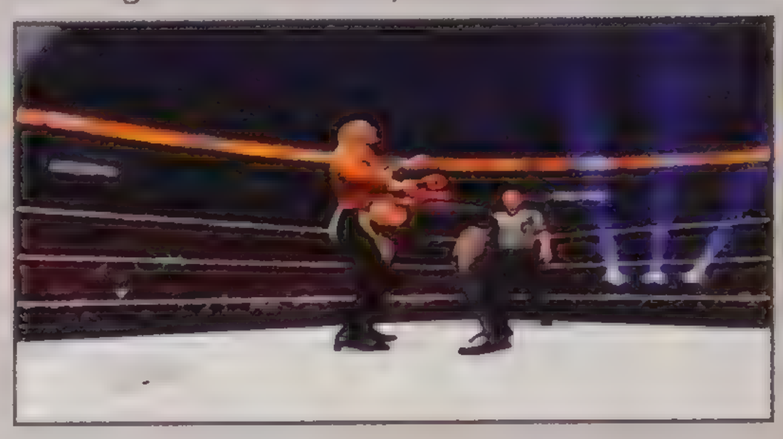
SPINEBUSTER 8
Standing front or Irish whip rebound



FINISHERS

PEDIGREE 2
Standing front

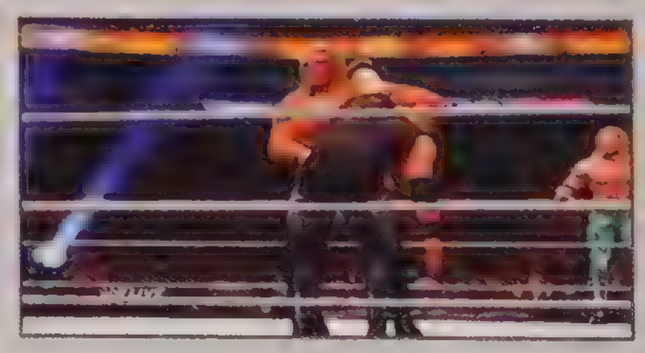
PEDIGREE 1
Standing front or Irish whip rebound



WWE BIO

Once a pompous blueblood who favored the finer things in life, Hunter Hearst-Helmsley's career soared to new heights when he aligned himself with Shawn Michaels and formed the nucleus of D-Generation X. Redubbed as Triple H, he began to hone an edge to him both in and out of the ring. While he could be irreverent and humorous when bantering with Michaels and his D-X mates, there was nothing funny to opponents. Always a technically sound competitor, Triple H changed his tactics to a more rough-and-tumble style. Soon, he had earned a new nickname, "The Cerebral Assassin," which alluded to both his keen strategic mind and his ruthlessness. When Michaels left WWE with a severe back injury following *WrestleMania XIV*, Triple H grabbed the reigns of D-X and silenced the critics who felt that he would always be a "second banana." Arguably, this was the most successful period in D-X's history, as Triple H's leadership and focus kept the group in command of much of the WWE landscape. He also found an enthusiastic ally in Stephanie McMahon. The two were married at a drive-thru chapel in Las Vegas after Triple H allegedly drugged her, rendering her unconscious. While their union was originally based on trickery, the two soon found common ground and formed one of the greatest alliances in WWE history. The "McMahon-Helmsley Era" was truly a reign of terror for their foes, as the couple wielded absolute power (as well as a sledgehammer at times), and always in their own favor. It can be said that while Stone Cold Steve Austin defined the "Attitude Era," it was Triple H that was the dominant player during it. In *WWE '13*, players get to relive Triple H's assent to greatness. Are you talented enough to play "The Game"?

BREAKDOWN



Triple H in 1999 is pretty much the same Triple H as he is today moves-wise. He does take a hit in the Overall rating department with a 91, so it's 5-10 points off here and there throughout the attributes. Use this version to attack the WWE Universe mode in cool day-glo pants. He's got a great ability set for a Superstar who pretty much likes to toss people around his ring. If the Pedigree gets a bit tired, use his Move Thief ability to take on the Finisher of whoever you're facing. Use Triple H and his wealth of directional throws in TLC and Ladder Matches to toss your opponents around and through tables.

UNDERTAKER '97-98

STATS

HEIGHT: 6'10"

WEIGHT: 299 pounds

FROM: Death Valley

CAREER HIGHLIGHTS: WWE Champion; World Heavyweight Champion; World Tag Team Champion; WCW Tag Team Champion; Hardcore Champion; undefeated at *WrestleMania* (20-0)

ATTRIBUTES

STRIKE POWER: 90	**ADRENALINE:** 80
GRAPPLE POWER: 90	**RECOVERY:** 90
SUBMISSION: 85	**TOUGHNESS:** 90
STRIKE DEFENSE: 90	**DURABILITY:** 85
GRAPPLE DEFENSE: 85	**CHARISMA:** 95
SPEED: 85	**TAG TEAM:** 95
JUMP: 75	**OVERALL:** 95
AGILITY: 75	

ABILITIES

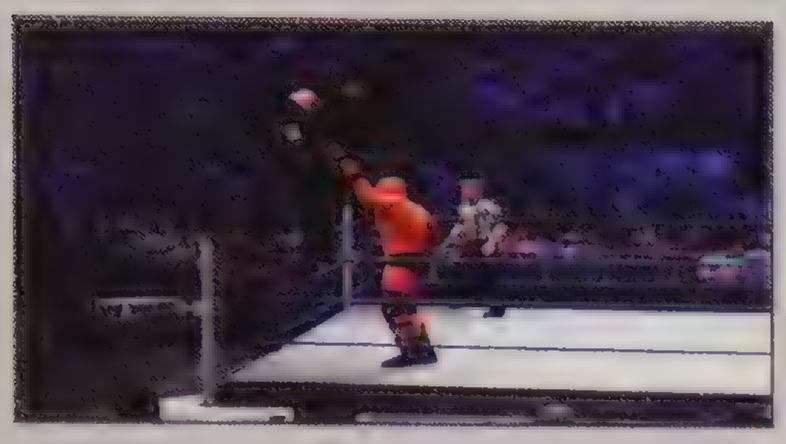
Hammer Throw	Comeback
Resiliency	Outside Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.5s
Right	3.5s
Down	6.6s
Left	3.5s

SIGNATURE MOVES

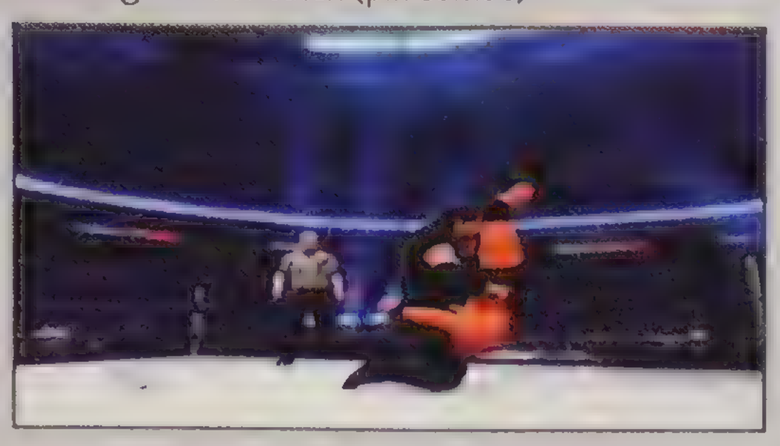
OLD SCHOOL
Standing front



FLYING CLOTHESLINE 2
Running or Irish whip rebound

FINISHERS

TOMBSTONE PILEDRIVER 3
Standing front or catch (pin combo)

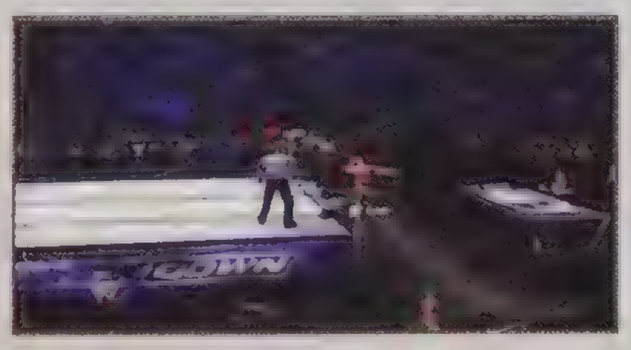


CHOKESLAM 1
Standing front, Irish whip rebound or catch

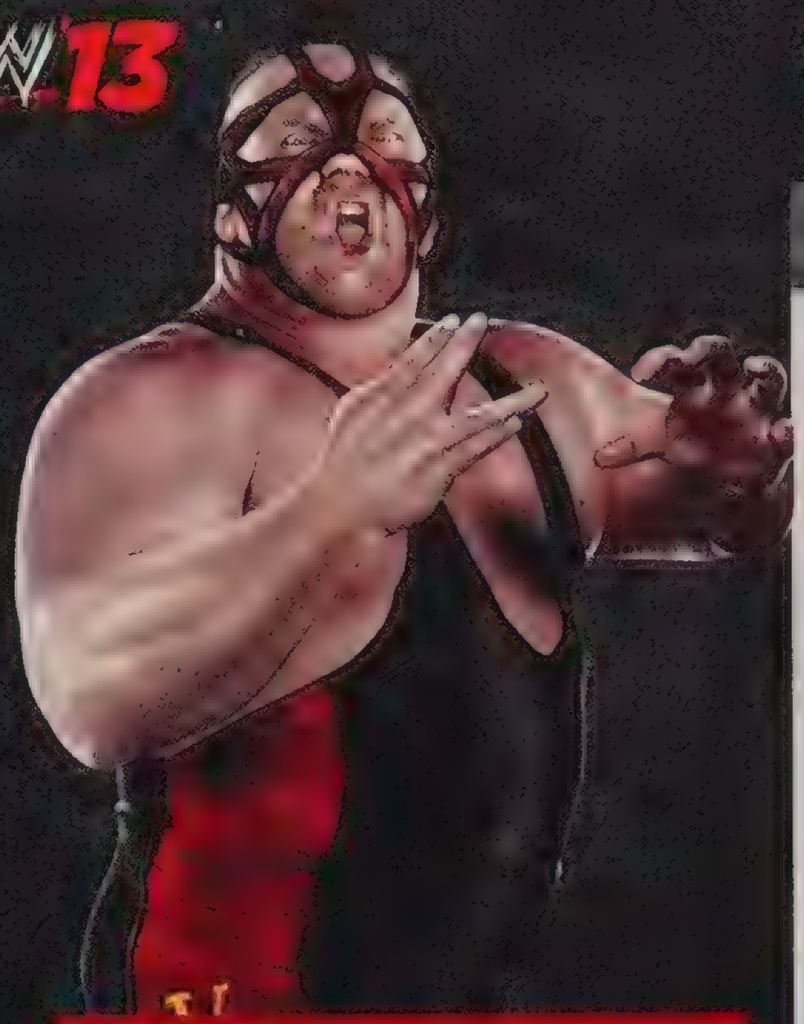
WWE BIO

Never before has such a dominating force existed in WWE. From Day One, at Survivor Series 1990, few competitors have had any answers on how to counteract the immense powers of Undertaker. The "Phenom" can do things in the ring that few others can even comprehend. At 6-foot-10 and nearly 300 pounds, Undertaker possesses uncanny agility for his size—he can walk across the top rope with ease. When he's thrown over the top rope, he invariably lands on his feet. And he shows a near imperviousness to pain. Time and again, no matter what punishment he takes, he will sit up, get to his feet and renew his pursuit to help his foe "rest in peace." Undertaker's physical prowess really pales in comparison to his psychological and mystical powers. A mere glance could send Undertaker's opponents recoil in horror. He can control the arena lights with the rise of his arms. He has been buried, yet always returns stronger than ever. Just as he can be an intimidating force, he can also be very charismatic. He can attract others to follow his lead and do his bidding, rendering his flock into almost a trance-like state. Some of his greatest moments have come leading others to a common goal, generally one that benefits him. In *WWE '13*, the "Deadman" returns to the height of his powers, influencing all he surveys. The dark, mysterious "Creatures of the Night" are back. How will you deal with their wrath?

BREAKDOWN



Undertaker 15 years ago was an unstoppable force in WWE. He's loaded up mostly with 85s and 90s across his attribute ratings—he's even decently agile and a good jumper for a big guy. Undertaker can surprise his opponents with Outside Dives if they try to escape the ring, but if they do, great. It'll be a great time to Taunt them back into the ring with his 95 Charisma. When they come back in, run at them with a Flying Clothesline Signature Move and proceed to one of his nasty Finishers. In a Ladder Match, pack a Finisher up to the top of the ladder with your opponent and you can Chokeslam them down to the canvas for some extra fun.



VADER

STATS

HEIGHT: 6'5"
WEIGHT: 450 pounds
FROM: The Rocky Mountains
CAREER HIGHLIGHTS: WCW World Heavyweight Champion; WCW United States Champion

ATTRIBUTES

STRIKE POWER:	100	**ADRENALINE:**	60
GRAPPLE POWER:	90	**RECOVERY:**	75
SUBMISSION:	75	**TOUGHNESS:**	100
STRIKE DEFENSE:	75	**DURABILITY:**	90
GRAPPLE DEFENSE:	70	**CHARISMA:**	75
SPEED:	55	**TAG TEAM:**	70
JUMP:	65	**OVERALL:**	87
AGILITY:	70		

ABILITIES

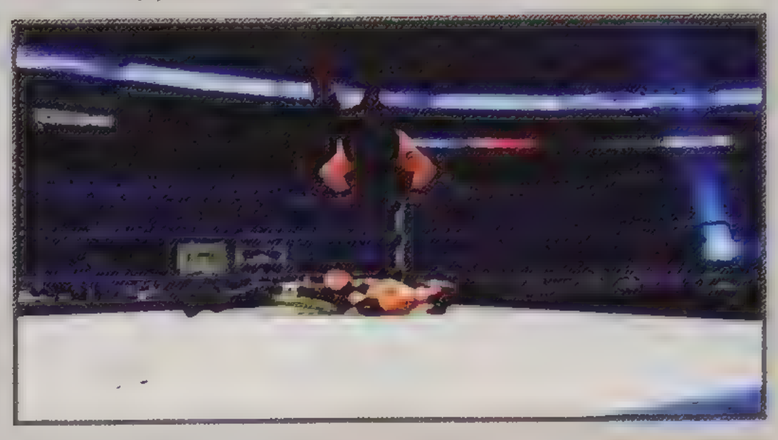
Hammer Throw	Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.2s
Right	3.2s
Down	1.9s
Left	3.2s

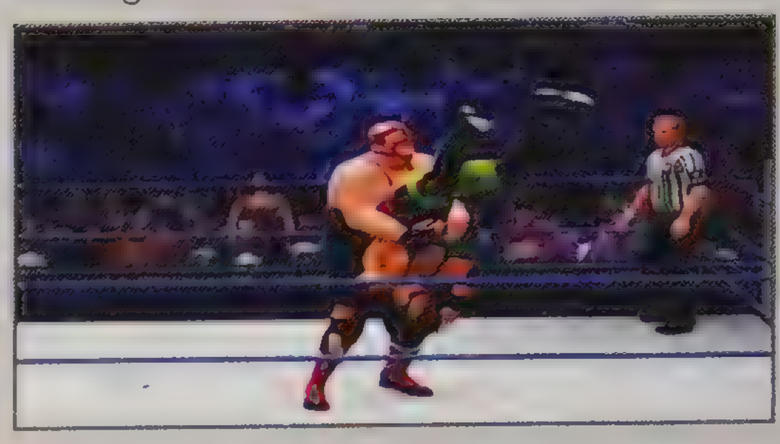
SIGNATURE MOVES

SLINGSHOT BODY PRESS
Corner opponent front



FINISHERS

JACKKNIFE
Standing front



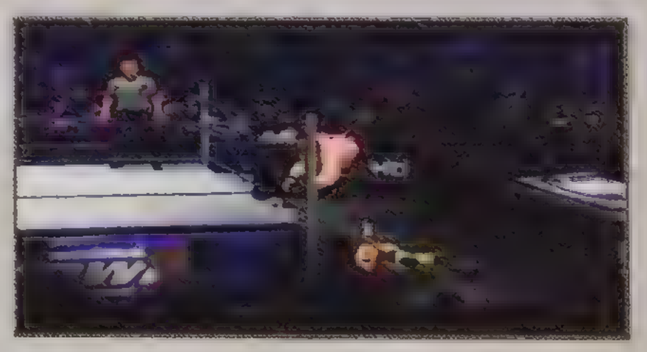
POWERBOMB 3 (ALTERNATE)
Standing front

WWE BIO

"It's time! It's time! It's Vader time!" That fearsome call announced the arrival of the massive competitor known as Vader. Hailing from The Rocky Mountains, the 450-pounder first made a splash in the rings of Japan where he destroyed WWE Hall of Famer Antonio Inoki in a wildly controversial match. The Japanese fans were so distraught over seeing their hero dismantled by the gigantic Vader that a riot broke out in Tokyo's Sumo Hall. This pandemonium only further fueled Vader's aggression and a long line of competitors fell to his devastating maneuvers—particularly the bone crushing Vadersault. The Mastodon continued to assert his dominance in Japan and eventually stomped his way through competitors all over Europe and Mexico. This path of destruction brought the giant to World Championship Wrestling in the early '90s where he would eventually become one of their biggest stars. With WWE Hall of Famer Harley Race in his corner, Vader battered WCW legends like Sting, Ric Flair and Cactus Jack and captured three World Heavyweight Championships during his time with the company. In 1996, the powerhouse made his way to WWE where he debuted in that year's *Royal Rumble* Match. Immediately impactful, Vader teamed up with manager Jim Cornette and battled Shawn Michaels for the WWE Championship at *SummerSlam* that year. The Mastodon then linked up with Paul Bearer and locked horns with Undertaker, scoring a huge victory over The Deadman at *Royal Rumble* in 1997. In the months that followed, Vader experienced less success in WWE and disappeared from the scene soon after. Still, the giant would always be remembered as one of the most brutal competitors to ever walk through the ropes.

BREAKDOWN

Vader is a beast. Hit your opponent hard with strikes (hold strike for a spinning backhand). When you get them down near a corner, don't be afraid to climb the ropes with the big fella and soar through the air with a Diving Moonsault for big damage—Hammer Throw a damaged opponent outside the ring and Moosault for an out-of-ring bonus. He's got a 100 rating in Strike Power so keep the flurry of strikes coming. When you build the momentum, use the Slingshot Body Press Signature Move to your corner opponent. Hammer Throw them out of the ring and take this battle up onto the announcer table. Use the Finisher to blast them through the table for a big finish.

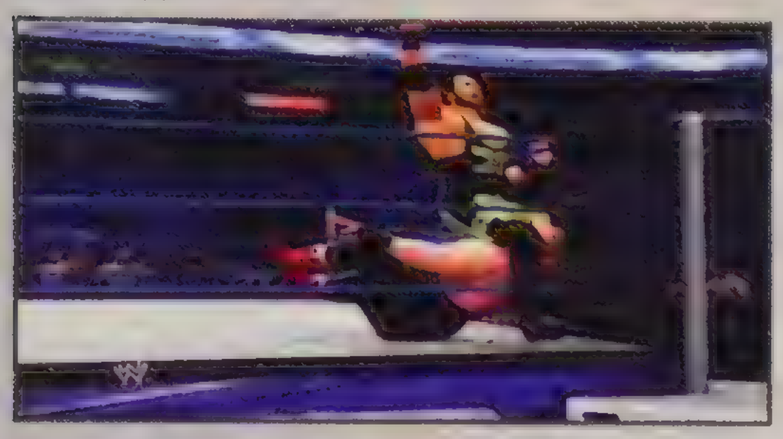


X-PAC

SIGNATURE MOVES

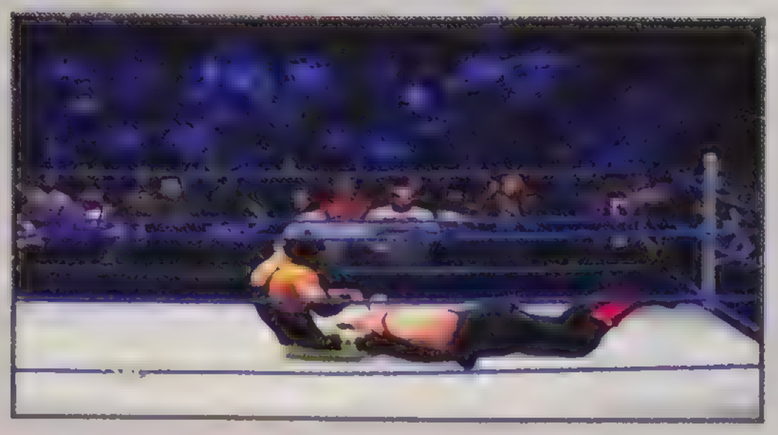
SPINNING HEEL KICK
Standing front

BRONCO BUSTER
Corner opponent seated



FINISHERS

X-FACTOR
Standing front

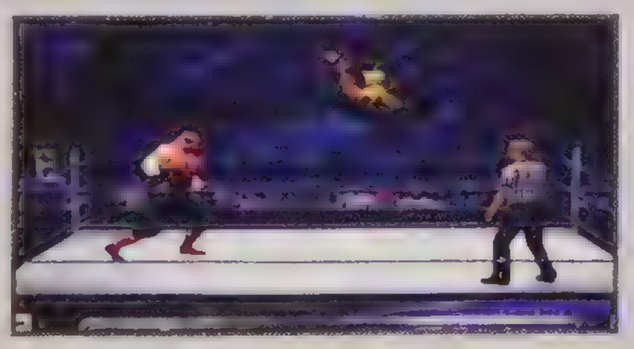


SUPER KICK 2
Standing front, running, Irish whip rebound or catch

WWE BIO

In a career that has spanned decades, Sean Waltman has experienced both monumental success and colossal failure, but through it all the talented competitor has maintained his reputation as an entertainer worth watching. Starting out in 1991 under the name The Lightning Kid, Waltman competed for smaller promotions like the Global Wrestling Federation before earning his way into WWE. Then known as The Cannonball Kid and The Kamikaze Kid, the young Superstar finally settled on the name The 1-2-3 Kid after scoring a huge upset victory over Razor Ramon. From there, The Kid became an underdog hero who thrilled WWE fans with his fearless attitude. Although he didn't have the size of a heavy hitter like Diesel, he experienced major success and even grabbed the World Tag Team Championships on two occasions. After stunning WWE fans by aligning himself with The Million Dollar Man's corrupt Million Dollar Corporation, Waltman made an abrupt career change when he left WWE for World Championship wrestling and joined up with The New World Order in 1996. Now going under the name Syxx, the high-flyer again made his mark by beating top talents like Dean Malenko and Rey Mysterio en route to grabbing the WCW Cruiserweight Championship. Following a neck injury, Waltman was released from his contract by WCW President Eric Bischoff and immediately returned to WWE as the newest recruit of D-Generation X. Undergoing yet another name change, he became X-Pac, a brash, lewd Superstar who backed up his big mouth in the ring. With DX's popularity soaring, Pac raised hell with Triple H and The Road Dogg and scored yet another championship when he beat D'Lo Brown for the now defunct European Championship. X-Pac lost that championship in surprising fashion to Shane McMahon on *Raw* before being betrayed by his longtime friend, Triple H, during a return bout against Shane-O Mac at *WrestleMania VX*. Once again an underdog, the high flyer formed an unlikely alliance with the wayward Kane. Helping The Big Red Machine shake off his reputation as a twisted monster, X-Pac allowed Kane to show some personality and together the duo won the World Tag Team Championships twice. Despite some recurring injuries, Waltman's momentum continued throughout the early 2000s as he clashed with rivals like Jericho and Billy Kidman and became the first Superstar to hold both the WCW Cruiserweight Championship and WWE Light Heavyweight Championship at the same time.

BREAKDOWN



Although X-Pac's rating is a just a decent 87, he's got the move-set and five abilities to make every match an exciting ride. Though not a strong straight-up grappler or striker, once you work your opponent to a groggy state, he's got some very cool grapples like the new Back Rotation Suplex and the Running Leg Drop that will bring the pain.

To get control of the match, take to the air early and stay ahead of larger opponents. If you've got to put someone in their place, work your momentum up to a Signature Move whip them into a corner and hit them till they end up on their backside. Hit them in the face with a Bronco Buster and do the dance. Finish the match if you like, or repeat!

STATS

HEIGHT: 6'1"
WEIGHT: 212 pounds
FROM: Minneapolis, MN
CAREER HIGHLIGHTS: WWE Tag Team Champion; WWE Light Heavyweight Champion; WWE European Champion; WCW Cruiserweight Champion

ATTRIBUTES

STRIKE POWER: 70	ADRENALINE: 85
GRAPPLE POWER: 75	RECOVERY: 80
SUBMISSION: 75	TOUGHNESS: 70
STRIKE DEFENSE: 85	DURABILITY: 80
GRAPPLE DEFENSE: 85	CHARISMA: 85
SPEED: 85	TAG TEAM: 95
JUMP: 90	OVERALL: 87
AGILITY: 85	

ABILITIES

- Dirty Pin
- Leverage Pin
- Outside Dives
- Ring Escape
- Springboard Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.2s
Right	4.9s
Down	5.2s
Left	4.9s

ALICIA FOX

STATS

HEIGHT: 5'9"

FROM: Ponte Vedra Beach, Fla.

CAREER HIGHLIGHTS: Divas Champion

ATTRIBUTES

STRIKE POWER:	65	ADRENALINE:	85
GRAPPLE POWER:	65	RECOVERY:	75
SUBMISSION:	65	TOUGHNESS:	70
STRIKE DEFENSE:	65	DURABILITY:	65
GRAPPLE DEFENSE:	65	CHARISMA:	75
SPEED:	75	TAG TEAM:	70
JUMP:	80	OVERALL:	76
AGILITY:	85		

ABILITIES

Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.2s
Right	4.2s
Down	3.2s
Left	4.2s

SIGNATURE MOVES

TILT-A-WHIRL BACKBREAKER 2

Standing front or Irish Whip rebound

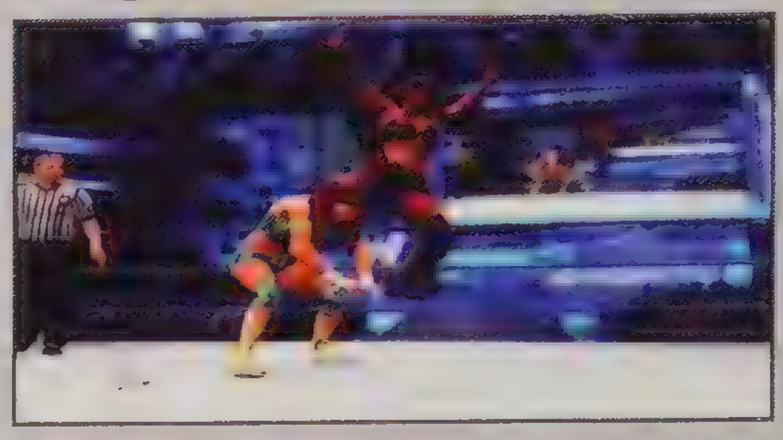
NORTHERN LIGHTS SUPLEX 2

Standing front (pin combo)

FINISHERS

SCISSORS KICK 2

Standing front



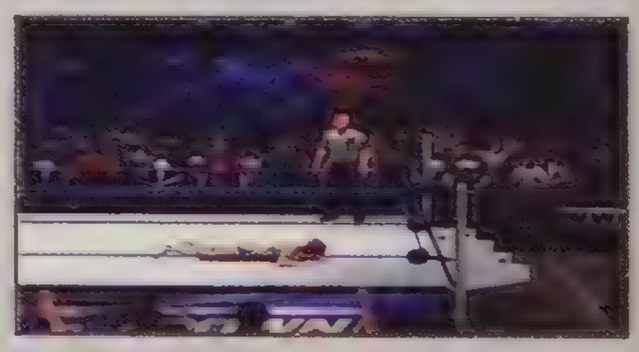
NORTHERN LIGHTS SUPLEX 2 (ALTERNATE)

Standing front (pin combo)

WWE BIO

Alicia first appeared in WWE as a wedding planner hired by Edge and former *SmackDown* GM Vickie Guerrero to prep the power couple's on-air nuptials. However, after she was caught canoodling with the groom, Alicia wisely crawled into a foxhole somewhere before re-emerging as a bona fide Diva. The talented Ms. Fox has since appeared on *Raw*, *SmackDown*, and WWE NXT season three (as a Pro for Maxine), scissor-kicking her way past Beth Phoenix, Maryse, Eve, Gail Kim, and The Bellas to etch her name in the WWE record books as the first African-American woman to win the Divas Championship. She notched the championship at 2010's WWE Fatal 4-Way pay-per-view, then successfully defended it against top contender Eve at WWE Money in the Bank the following month. Resourceful, stunning and extremely lithesome in the ring, The Foxy Floridian has proven herself to be far more ferocious than anyone ever expected. Despite her friendship with fellow jaw-dropping former Divas Champions Eve and Kelly Kelly, at any moment, the femme fatale will outfox the opposition to claw to the top WWE's Divas division.

BREAKDOWN

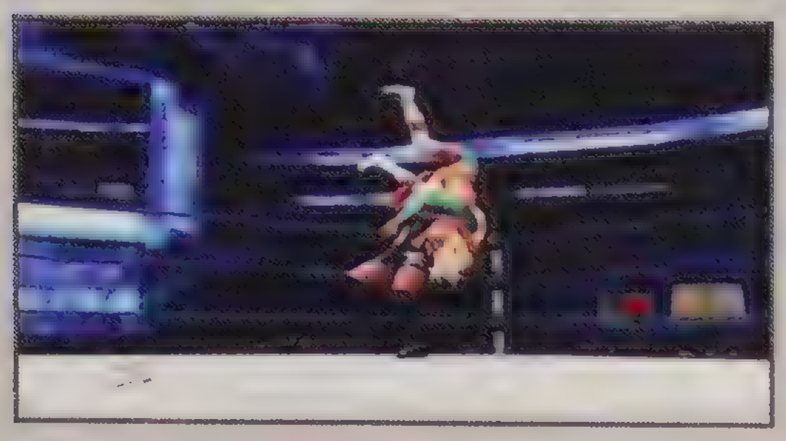


Other than Stephanie McMahon, Alicia Fox is the lowest-rated Diva in the game—Even the Bella twins have a five-point advantage. She's not going to blow anybody away with her power, defense or move-set. She is, however, nearer to the top in sheer athleticism, with an 80 in Jump and 85s in Agility and Adrenaline, which means: When you knock your opponent down, sprint over to a turnbuckle, hop up and execute diving attacks. Her speed is pretty average, but you'll want to stay away from the stronger Divas.

BETH PHOENIX

SIGNATURE MOVES

FISHERMAN SUPLEX 3
Standing front



GLAM SLAM STRETCH
Grounded opponent near side

FINISHERS

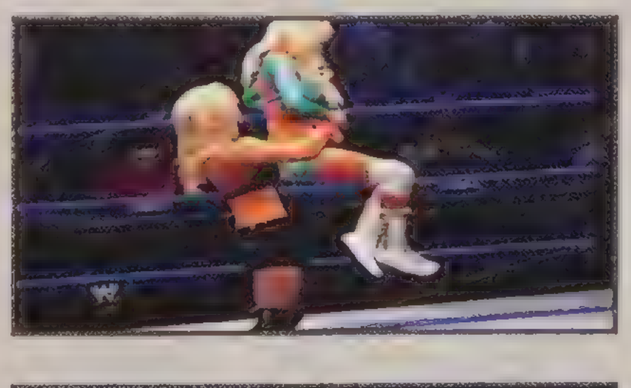
GLAM SLAM 2
Standing behind

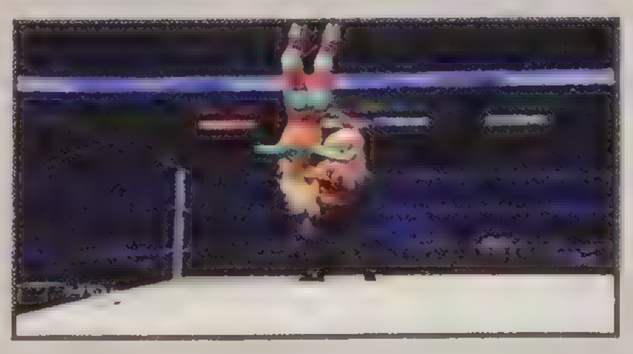
WWE BIO

No female competitor has ever dominated her division as convincingly as Beth Phoenix. As a young girl, while watching WWE with her grandmother on weekend mornings, Phoenix already knew her calling was to crush the competition in pursuit of in-ring glory. By high school, she was already blazing trails, becoming the first female on her school's varsity wrestling team. After graduating from college with a degree in criminal justice in hand, Phoenix instead pursued WWE, hoping to bring her own brand of justice to the women's division. Early on, she laid down the law in WWE, but following some encouraging early wins, her momentum unexpectedly stalled when her jaw was artfully rearranged during a match against Victoria. A year later, with her mandible fully repaired, Phoenix picked up right where she left off...dominating the field, but now as the self-appointed "Glamazon." Her romantic pairing with Santino Marella notwithstanding, Phoenix never fails to draw gasps from the WWE Universe when she enters the ring. Who can forget 2008's *Judgment Day*, when she lifted Melina and then-Women's Champion Mickie James over her shoulder—at the same time! Or her surprise *Royal Rumble* entrance in 2010—where she tossed The Great Khali over the ropes! Or 2011's *Survivor Series*, when she Glam Slammed Eve from the top rope! Is there anyone who can legitimately stop Phoenix? Or even slow her down? These questions stand as Beth continues to do things simply no other Divas can.

BREAKDOWN

Beth Phoenix is one of the highest-rated Divas Overall, and she will muscle the other Divas around on the mat. She's got a move-set that has her rocking her opponents with big grapples, punctuated with the infamous Glam Slam 2 Finisher. If you're feeling like a little submission victory is the order of the day, use the limb targeting system to attack the arms or chain grapple to a Wrist Lock (right), then left or right grapple for a Shoulder Arm Breaker or Wrist Clutch and Elbow. Follow with her Signature Move Glam Slam Stretch when the arms reach critical damage.





STATS

HEIGHT: 5'7"
FROM: Buffalo, NY
CAREER HIGHLIGHTS: Women's Champion; Divas Champion

ATTRIBUTES

STRIKE POWER: 65	ADRENALINE: 75
GRAPPLE POWER: 70	RECOVERY: 70
SUBMISSION: 75	TOUGHNESS: 70
STRIKE DEFENSE: 70	DURABILITY: 70
GRAPPLE DEFENSE: 75	CHARISMA: 80
SPEED: 75	TAG TEAM: 70
JUMP: 65	OVERALL: 78
AGILITY: 70	

ABILITIES

Hammer Throw	Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.3s
Right	4.0s
Down	3.3s
Left	4.0s

BRIE BELLA

STATS

HEIGHT: 5'6"

FROM: Scottsdale, AZ

CAREER HIGHLIGHTS: Divas Champion

ATTRIBUTES

STRIKE POWER: 65	ADRENALINE: 85
GRAPPLE POWER: 65	RECOVERY: 75
SUBMISSION: 65	TOUGHNESS: 70
STRIKE DEFENSE: 65	DURABILITY: 65
GRAPPLE DEFENSE: 65	CHARISMA: 70
SPEED: 75	TAG TEAM: 80
JUMP: 80	OVERALL: 76
AGILITY: 85	

ABILITIES

Dirty Pin	Move Thief

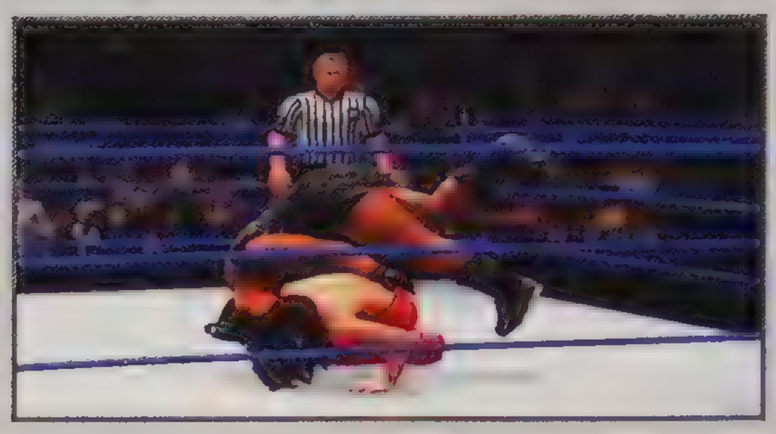
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.6s
Right	5.4s
Down	2.6s
Left	5.4s

SIGNATURE MOVES

JUMPING SNAPMARE

Running or standing front



FINISHERS

SIT-OUT FACEBUSTER

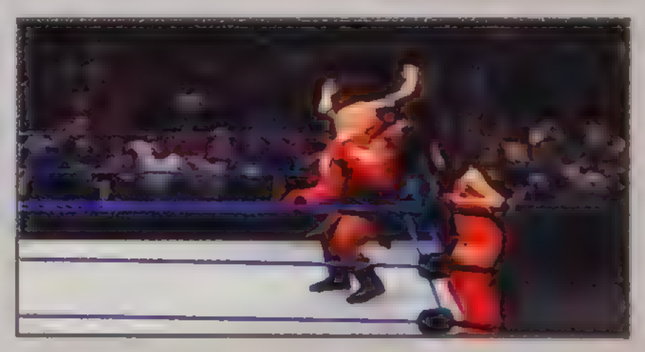
Standing front or Irish whip rebound

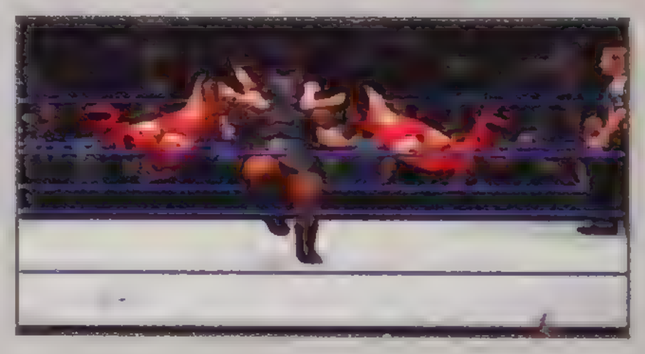
WWE BIO

As one-half of the dazzling and devious Bella Twins, Brie debuted on *SmackDown* in 2008, defeating her first opponent, Victoria, by way of "Twin Magic"—a move in which she and her identical sister, Nikki, secretly switch places during matches. In 2011, the sneaky tactic helped Brie defeat Eve and win her first Divas Championship. Every bit as cunning as she is cute, this half-Mexican, half-Italian beauty appeared on ECW, WWE NXT, and both *SmackDown* and *Raw*, where she teamed up with her sister in both love and war. The flirtatious pair was romantically linked to The Miz & John Morrison, Daniel Bryan and even Alberto Del Rio. Still, no matter how many Superstar hearts she broke in WWE, Nikki was always at her best when she was breaking down Divas in the ring.

BREAKDOWN

Known for her sneaky hijinks, it's no wonder why Brie Bella has the Move Thief and Dirty Pin abilities. Other than that, her best move might be to partner with her twin sister Nikki in tag team matches to take advantage of her 80 Tag Team Rating and the Double Cross Body Tag Team Finisher. On her own, use her jumping ability and dives to attack from the corners when you can, but stay away from the clutches of the stronger competitors—she carries just 65s in both Strike Defense and Grapple Defense.

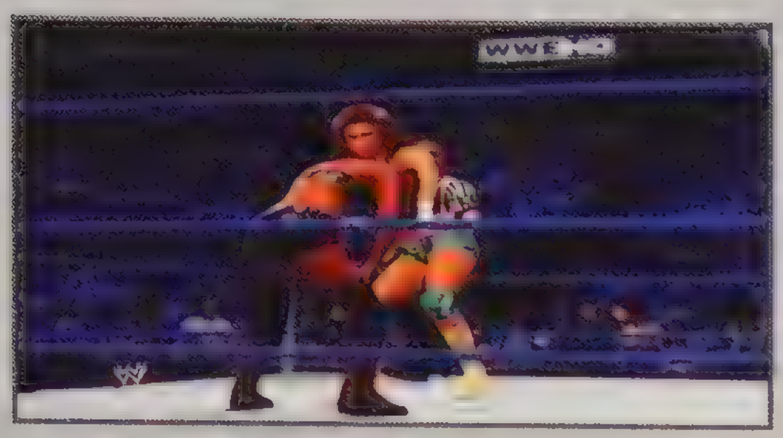




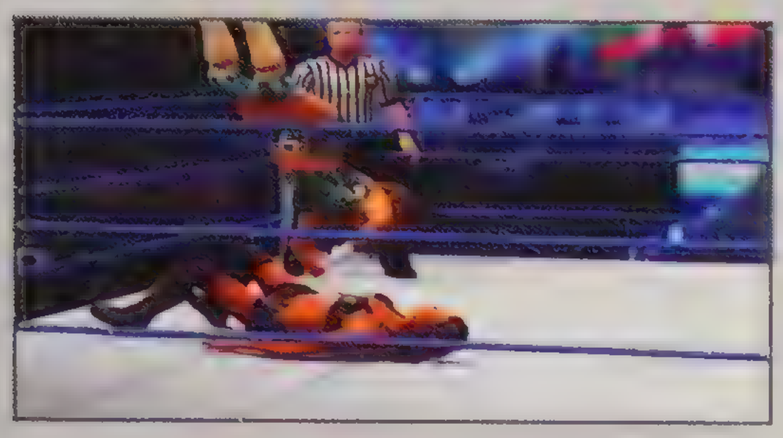
EVE

SIGNATURE MOVES

NECKBREAKER 4
Standing front

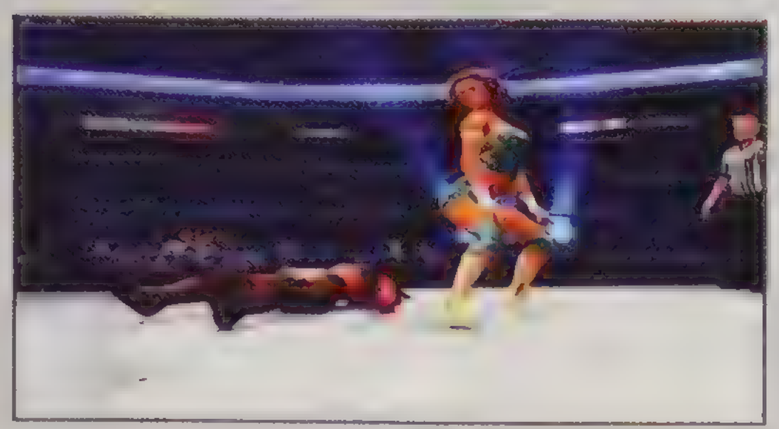


HAND SPRING MOONSAULT
Grounded opponent near side

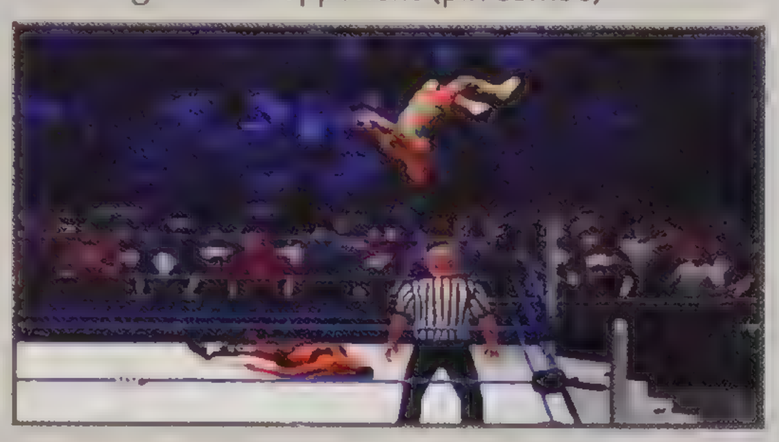


FINISHERS

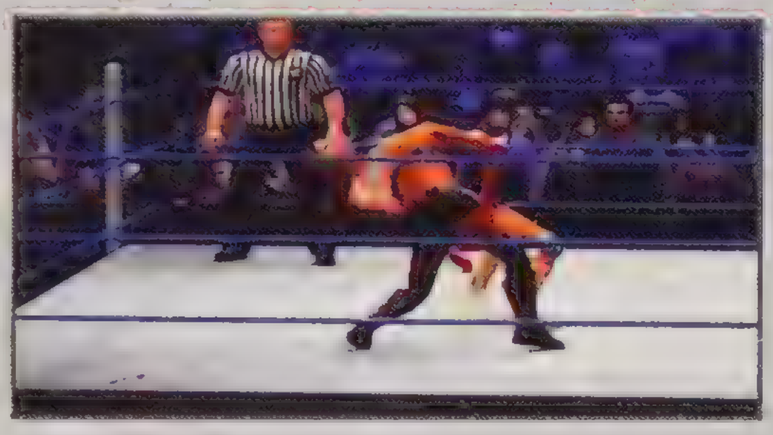
BOOTY POPPING MOONSAULT
Grounded opponent near side



DIVING MOONSAULT 1
Dive vs. grounded opponent (pin combo)



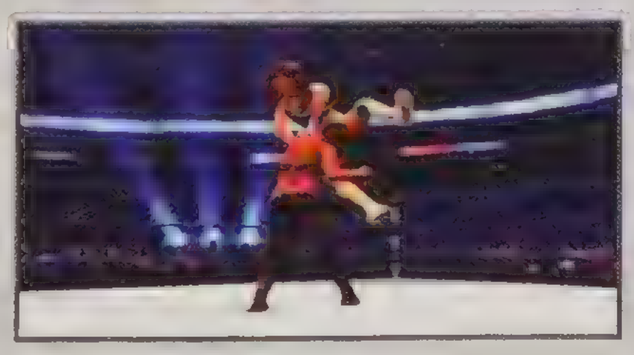
NECKBREAKER 4 (ALTERNATE)
Standing front



WWE BIO

It's not often that you find a WWE Diva who has both trained at the Gracie Jiu-Jitsu Academy and earned a degree in industrial and systems engineering. Beauty, brains and ability? Why, hello there, Eve. With her blend of versatile fighting skills and ring intelligence, Eve has risen to the top of the division in a short time since winning the 2007 Diva Search. In 2010, she made history by becoming the first Diva Search winner to capture the Divas Championship when she shocked Maryse with a crafty reversal into an impressive bridge pin. Yep, all that flexibility training pays off. What wasn't surprising was that her biggest victory took place in front of a large crowd at the O2 Arena in London, England. As a former dancer for the Los Angeles Clippers Spirit Dance Team, Eve is no stranger to the adrenaline of performing for thousands of onlookers. That background has made her a natural to be featured on some of WWE's biggest pay-per-views such as *WrestleMania XXVI*, *Survivor Series* 2011 and *Royal Rumble* 2011, where she triumphed in a Fatal 4-Way Match to claim her second Divas Championship. Eve is willing to use more than just her athletic abilities to get ahead, though. She showed that when she admitted to toying with Zack Ryder's heart in order to get her arms around John Cena in the early part of 2012. The ploy revealed the Diva to be more conniving than WWE fans ever imagined, but it also proved that nothing will stop her from getting what she wants. Briefly filling the role of executive administrator to John Laurinaitis when Big Johnny stepped into the role of General Manager of *Raw* and *SmackDown*, Eve had a few rough months after Laurinaitis was dismissed by Mr. McMahon. But the cunning Diva maneuvered herself back into a position of power by defeating Kaitlyn to become Assistant to the *SmackDown* General Manager.

BREAKDOWN



Eve is a solid Diva with a cool move-set—the new Booty Popping Moonsault Finisher is an instant classic!—and she is also one of the most charismatic, with an 85 rating. She likes to take to the air for her explosive victories in the ring, so looks to take advantage of her 85 Jump rating. Taunt when your opponent is down to open up the Signature Move Hand Spring Moonsault, then hit her again with the booty popping version. Settle in for a pin!

STATS

HEIGHT: 5'8"

FROM: Denver, CO

CAREER HIGHLIGHTS: Assistant to the *SmackDown* General Manager; Divas Champion; Executive Administrator to *Raw* and *SmackDown* General Manager John Laurinaitis; Winner of the 2007 WWE Diva Search

ATTRIBUTES

STRIKE POWER: 65	ADRENALINE: 80
GRAPPLE POWER: 60	RECOVERY: 75
SUBMISSION: 60	TOUGHNESS: 70
STRIKE DEFENSE: 65	DURABILITY: 65
GRAPPLE DEFENSE: 70	CHARISMA: 85
SPEED: 75	TAG TEAM: 75
JUMP: 85	OVERALL: 77
AGILITY: 80	

ABILITIES

Move Thief

Dirty Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.5s
Right	3.3s
Down	3.5s
Left	3.3s

KELLY KELLY

STATS

HEIGHT: 5'5"

FROM: Jacksonville, FL

CAREER HIGHLIGHTS: Divas Champion

ATTRIBUTES

STRIKE POWER:	65	**ADRENALINE:**	80
GRAPPLE POWER:	65	**RECOVERY:**	75
SUBMISSION:	65	**TOUGHNESS:**	70
STRIKE DEFENSE:	65	**DURABILITY:**	70
GRAPPLE DEFENSE:	65	**CHARISMA:**	80
SPEED:	75	**TAG TEAM:**	70
JUMP:	80	**OVERALL:**	77
AGILITY:	85		

ABILITIES

Move Thief

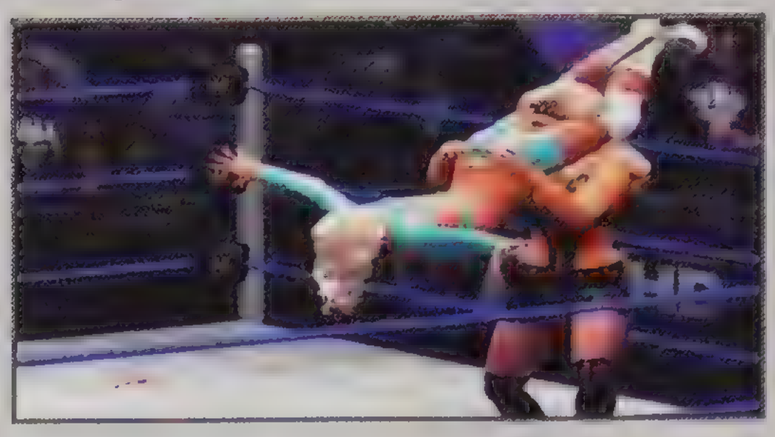
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.3s
Right	2.8s
Down	2.3s
Left	2.8s

SIGNATURE MOVES

HEADSCISSORS WHIP

Running



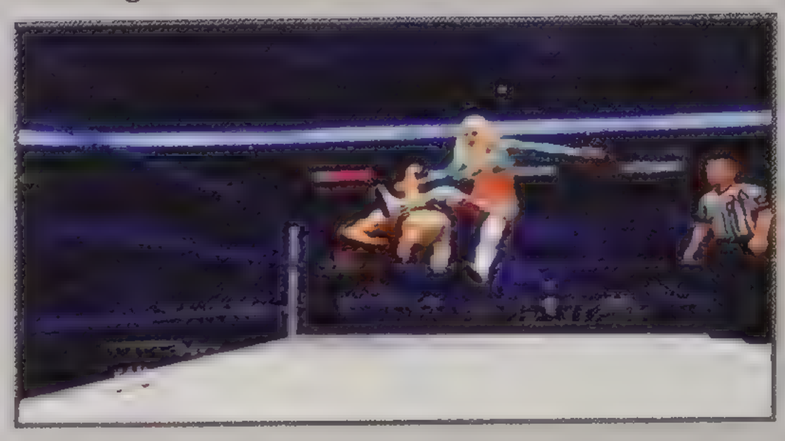
STINK FACE 1

Corner opponent seated

FINISHERS

K2

Standing front or Irish whip rebound

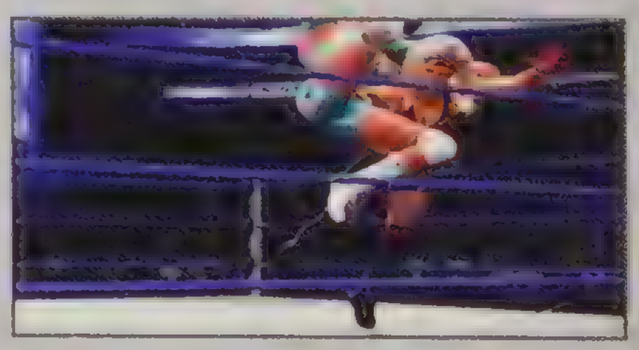


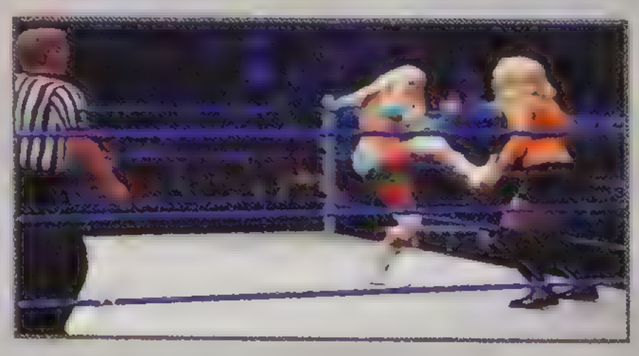
WWE BIO

As a former Catholic schoolgirl, Kelly Kelly spent her high school years rooting for the football team as a cheerleader, and effortlessly knocking out two common fantasies of the opposite sex in one shot. Now, she's all grown up and, as one of the most experienced Divas on the WWE roster, Kelly Kelly is the hottest thing going. You might remember Kelly Kelly's debut gig as one-third of ECW's Extreme Exposé dance troupe. Or, you might not. And that's because Kelly Kelly—to the surprise of many—has come a long way, improving year after year and honing a legitimate in-ring skill set to show the world that she's not just another disposable Diva. Kelly Kelly's fan base has grown exponentially, too, making her one of the most followed female athletes on Facebook, and netting her more than 300,000 Twitter followers to date. Perhaps the most telling representation of Kelly Kelly's adoration was her selection by the WWE Universe to face, and defeat, Brie Bella for the Divas Championship on the special "Power to the People" edition of *Raw* in 2011. In addition to roles in music videos, guest spots on TV shows, and an online following that rivals Google, Kelly Kelly also became the first WWE Diva to appear on the cover of "Maxim" magazine in December 2011, reaching a new mainstream audience, and populating the dreams of plenty more soon-to-be-slapped boyfriends and husbands. As Divas Champion, Kelly Kelly crossed paths with the intimidating likes of Beth Phoenix and Natalya, who accused her of being nothing more than an unwelcome poseur in their world. But, just as she continually surprised the WWE Universe along her road to elite Diva status, Kelly Kelly surprised the two intimidating femme fatales by notching victories over each of them. Silencing her strongest critics to date, the bombshell showed that her mind-numbing hotness isn't to be taken lightly, and that every surprise she delivers is more exciting than the last.

BREAKDOWN

Kelly Kelly might look like a sweetheart, but she can be down right dirty in the ring! Channeling her inner-Rikishi, one of her Signature Moves is the ever-popular Stink Face 1 that attacks the head. Follow that up with a K2 Finisher and your opponent should be at or approaching critical damage to the head. Hold strike for a Roundhouse Kick 2 to the head, or use the left analog stick to turn it into a powerful Rolling Elbow 2. She's a well-rounded Diva, so mix it up on your opponent.

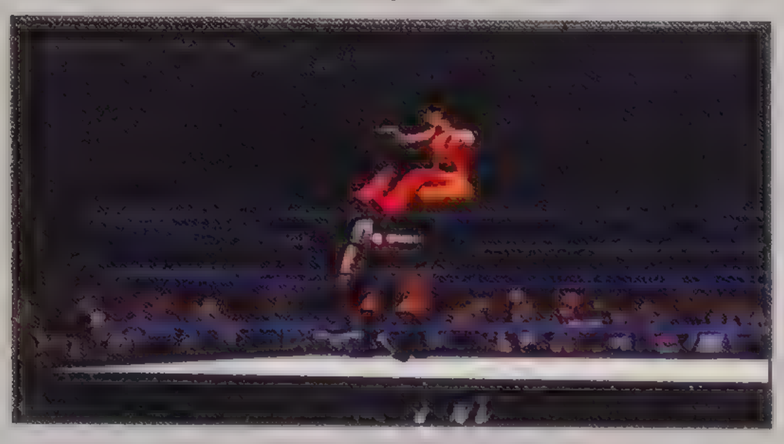




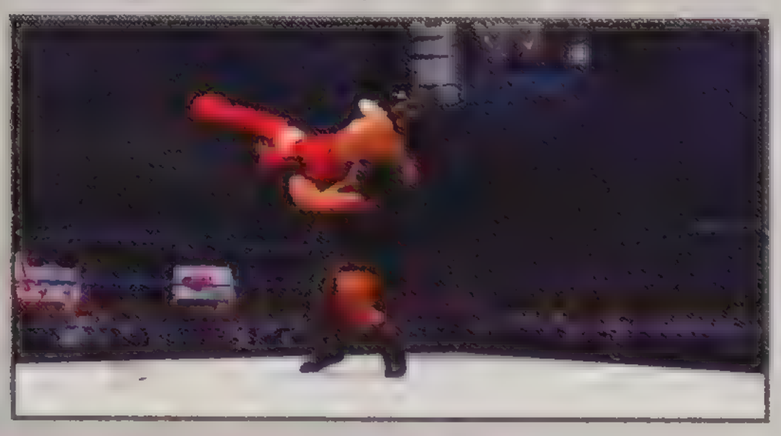
KHARMA

SIGNATURE MOVES

KHARMA BOMB
Standing front or Irish whip rebound

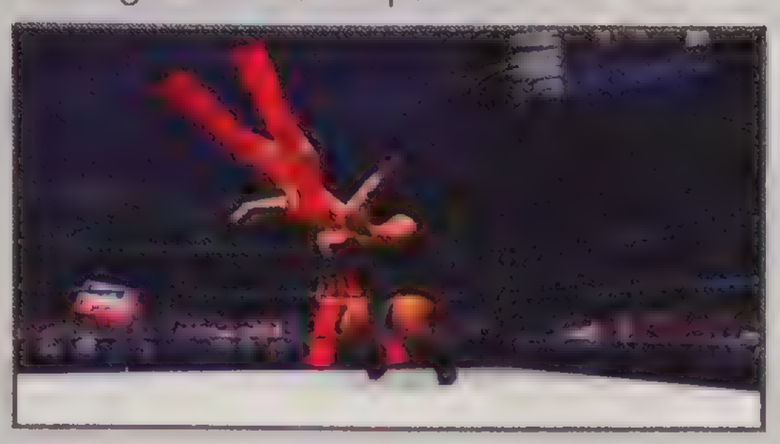


ONE-HANDED CHOKESLAM
Standing front, Irish whip rebound or catch

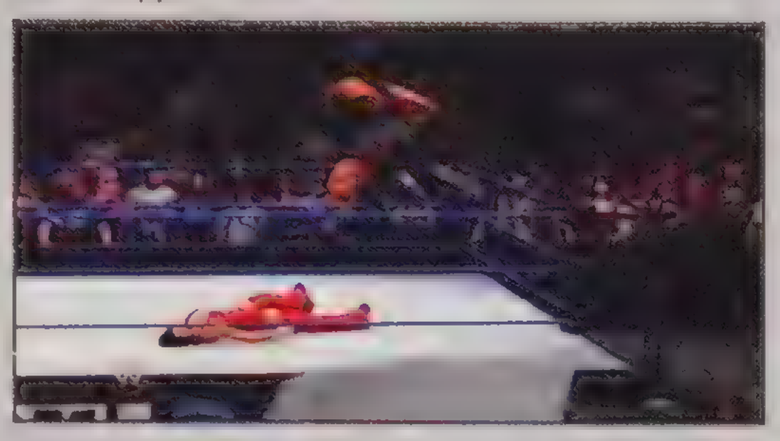


FINISHERS

IMPLANT BUSTER
Standing front or Irish whip rebound



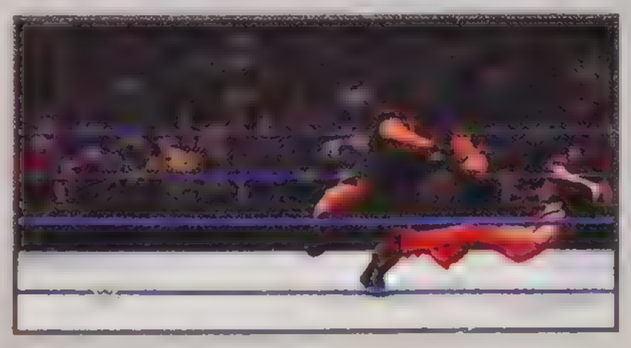
KHARMA PRESS
Corner opponent front



WWE BIO

Moral causation be damned. When you cross Kharma, your fate is sealed. At nearly six feet tall and more than 270 pounds, this bad-tempered behemoth is not your typical Diva. Beneath her black leather gladiator-like garments is a woman who's trained in the dojo of joshi puroresu (female Japanese wrestling) and mixed martial arts—experience garnered while on a quest to prove WWE wrong after being told at a "Tough Enough" audition that she was "too fat" to make it as a WWE Diva. Kharma responded vehemently to her detractors by winning championships around the globe and decimating her opposition until WWE could no longer ignore her. Then, weeks before her WWE arrival, she made certain that the Diva division's ring warriors also understood she wasn't there to play around through vignettes in which she gleefully tore the heads and body parts off dolls. On May 1, 2011, the braided brute made a startling debut at the Extreme Rules pay-per-view, and left Michelle McCool as battered and broken as Kharma's creepy collection of dismembered dollies. The only visual more frightening than Kharma decimating the first-ever Divas Champion, however, was how much she visibly seemed to enjoy doing so. In the weeks that followed, Kharma traversed between *Raw* and *SmackDown*, where she viciously annihilated any Diva she got her hands on. Then, almost as suddenly as she first appeared, she left. Her reasons, as she revealed to the WWE Universe, were personal.

BREAKDOWN



Kharma is a beast in the ring. She is a far more powerful Diva than anyone else (80 Strike Power and 75 Grapple Power) and she is tough to finish (80 Toughness and 75 Durability). She's got a catch Finisher in the One-Handed Chokeslam, so if your opponent is looking to leap at you from a turnbuckle, you can easily turn the tables on them and slam them to the mat. Keep your opponent close with chain grapples and slam them. Follow up with some strikes while they are down to pile on the damage.

STATS

HEIGHT: 5'11"

ATTRIBUTES

STRIKE POWER: 80	ADRENALINE: 75
GRAPPLE POWER: 75	RECOVERY: 75
SUBMISSION: 65	TOUGHNESS: 80
STRIKE DEFENSE: 70	DURABILITY: 75
GRAPPLE DEFENSE: 75	CHARISMA: 75
SPEED: 65	TAG TEAM: 70
JUMP: 60	OVERALL: 79
AGILITY: 60	

ABILITIES

Hammer Throw	Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	8.5s
Right	2.8s
Down	8.5s
Left	2.8s

NIKKI BELLA

STATS

HEIGHT: 5'6"
FROM: Scottsdale, AZ
CAREER HIGHLIGHTS: Divas Champion

ATTRIBUTES

STRIKE POWER:	65	ADRENALINE:	85
GRAPPLE POWER:	65	RECOVERY:	75
SUBMISSION:	65	TOUGHNESS:	70
STRIKE DEFENSE:	65	DURABILITY:	65
GRAPPLE DEFENSE:	65	CHARISMA:	70
SPEED:	75	TAG TEAM:	80
JUMP:	80	OVERALL:	76
AGILITY:	85		

ABILITIES

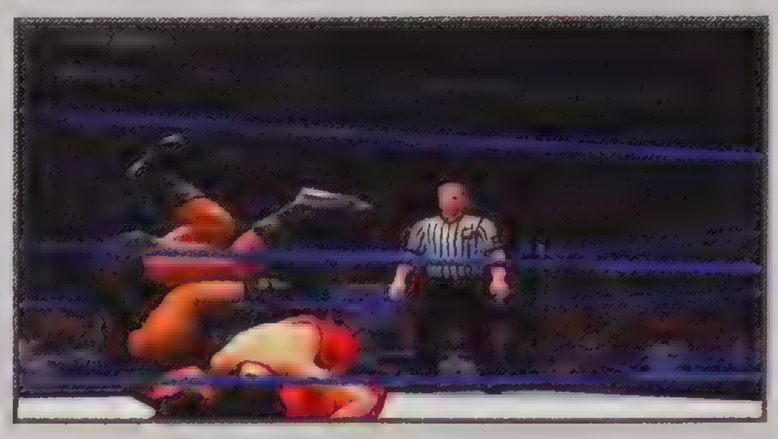
Move Thief	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.1s
Right	5.4s
Down	3.1s
Left	5.4s

SIGNATURE MOVES

JUMPING SNAPMARE
Running or standing front



FINISHERS

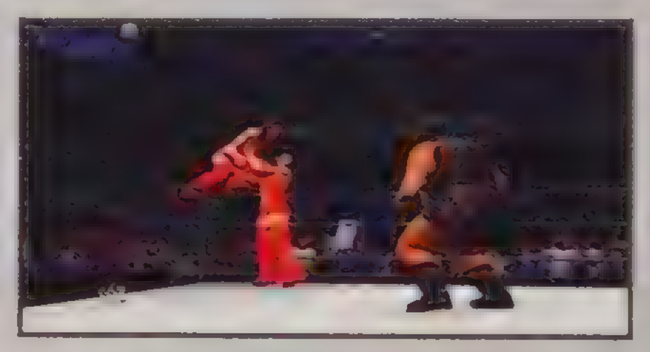
SIT-OUT FACEBUSTER
Standing front or Irish whip rebound

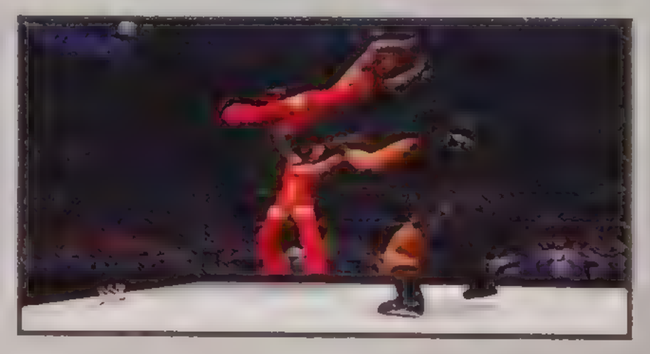
WWE BIO

Normally, seeing two equally gorgeous twins requires a night of heavy drinking and some serious beer goggles. But, with the Bellas—Nikki and her sister Brie—the double vision was the real deal. A self-admitted "tomboy" with a feminine side, Nikki originally planned to play professional soccer until a leg injury ended her career. From there, she followed her twin sister Brie's lead into WWE. Unsuccessful in seizing spots in the 2006 WWE *Raw* Diva Search, the Bellas caught the eyes of execs and soon landed in FCW. Training for the competition they'd soon crush (while male WWE fans formed crushes on them), Nikki and her sibling made their way onto the main roster in 2008 and turned heads whenever they set foot inside the ring. But don't be fooled—Nikki was more than just a (really) pretty face. With a dash of "Twin Magic," Nikki and her sister stirred up the Divas division, culminating with Brie's Divas Championship reign in 2011. Nikki followed with a Divas Championship victory of her own, defeating Beth Phoenix in April 2012. The cunning femme fatales mad a lasting mark on the Divas division—even if it meant breaking more than just a heart or two.

BREAKDOWN

Nikki Bella and her twin sister Brie together make up a solid Diva tag team tandem if you take advantage of their Double Cross Body Tag Team Finisher. The Double Facecrusher is another tough tag team grapple that takes advantage of Nikki's best rating of 80 in Tag Team. Alone, Nikki is at the bottom of the attribute scale and will have a tough time going toe-to-toe with any Diva. However, she is good off the turnbuckle, so if you can turn the match into an aerial assault, you may be able to level the playing field.





LITA

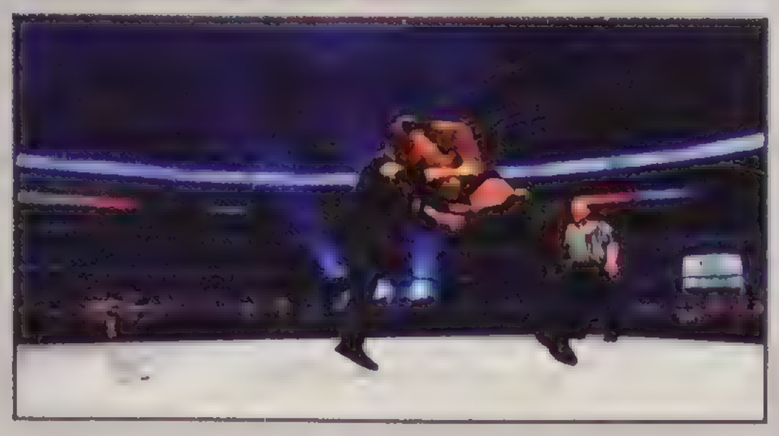
SIGNATURE MOVES

REVERSE TWIST OF FATE
Standing behind

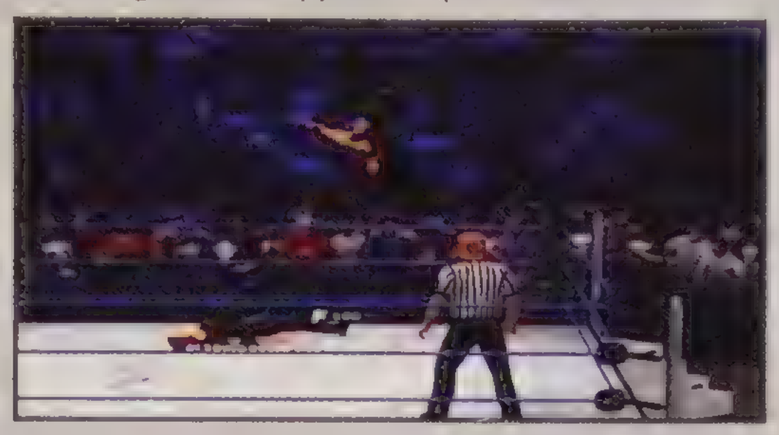
LITA DDT
Standing front

FINISHERS

TWIST OF FATE 2
Standing front



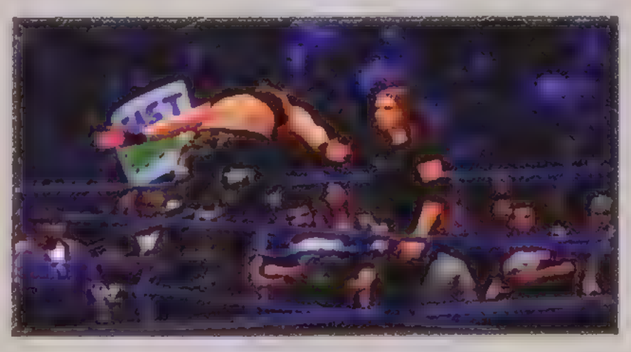
DIVING MOONSAULT 1
Dive vs. grounded opponent (pin combo)



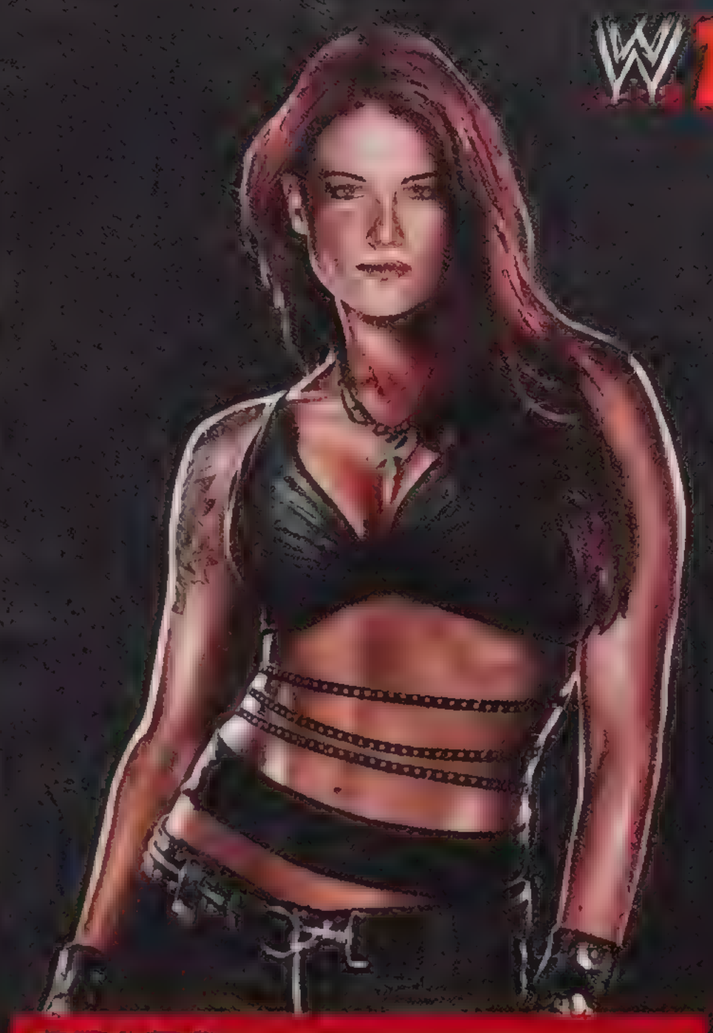
WWE BIO

Intriguing. Controversial. Shocking. There are many words that can describe Lita's tenure in WWE, and the above three certainly fit the bill. But there are others that work as well, such as athletic, technical and thrilling. In short, Lita is the sum of many parts, and those parts have created an impressive picture that the WWE Universe won't soon forget. Whether it was during her time as part of Team Xtreme during the "Attitude Era" or her jaw-dropping alliance with the "Rated-R Superstar" Edge, it was hard to take your eyes off of Lita. Wherever she was, the chance that something memorable would happen was off the charts. With her vibrant tattoos and flowing red hair, she's part wild child, but she also is a keen strategist who can take advantage of an opponent's weaknesses at a moment's notice. Lita is also one of the most athletically gifted Divas to ever enter the ring. A multiple-time Women's Champion, Lita can flawlessly pull off maneuvers that few others, male or female, can even contemplate. Her high-risk, aerial-based offense meshed perfectly with her personality. Lita has no qualms about rolling the dice if it gives her a chance at success. If you live on the edge, you will fall on occasion. Lita accepted that truism, and always came back for more. Lita is back and better than ever in *WWE '13*, stirring up controversy and creating incredible moments in her wake. The WWE Universe would expect nothing less.

BREAKDOWN



This is the "Rated-R" version of Lita and she is rated one point less than the explosive Lita '00. But, she's got a 90 in Charisma and that is tied with the iconic Trish Stratus for tops in the category, so take this fight ringside and Taunt voraciously to build momentum. Her Lita DDT Signature Move uses the signature leg kick for leverage, and follow that the Twist of Fate 2 Finisher for a devastating 1-2 punch. If any Diva has the audacity to escape the ring and try some out of ring antics, Lita is only Diva that has the dive abilities, both Springboard Dives and Outside Dives. Take to the air!



STATS

HEIGHT: 5'6"
FROM: Sanford, NC
CAREER HIGHLIGHTS: Women's Champion

ATTRIBUTES

STRIKE POWER: 70	**ADRENALINE:** 80
GRAPPLE POWER: 65	**RECOVERY:** 75
SUBMISSION: 60	**TOUGHNESS:** 70
STRIKE DEFENSE: 65	**DURABILITY:** 70
GRAPPLE DEFENSE: 70	**CHARISMA:** 90
SPEED: 70	**TAG TEAM:** 65
JUMP: 85	**OVERALL:** 78
AGILITY: 80	

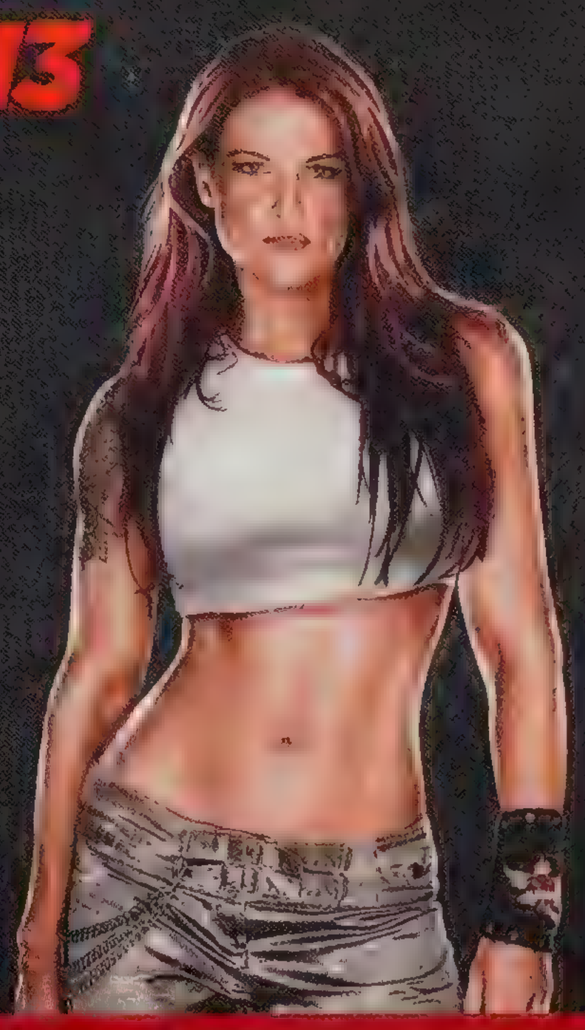
ABILITIES

Dirty Pin	Springboard Dives
Outside Dives	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.2s
Right	3.9s
Down	4.2s
Left	3.9s

LITA '00



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SPEED: 75	**TAG TEAM:** 70
JUMP: 85	**OVERALL:** 79
AGILITY: 85	

ABILITIES

Outside Dives
Springboard Dives
Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.2s
Right	3.8s
Down	4.2s
Left	3.8s

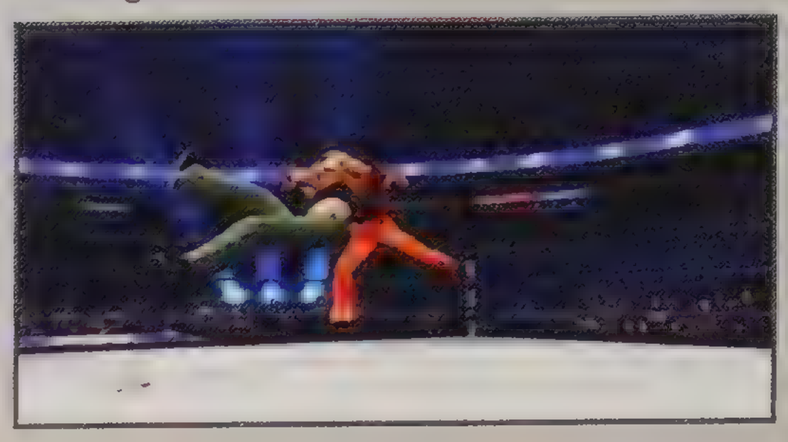
SIGNATURE MOVES

REVERSE TWIST OF FATE
Standing behind

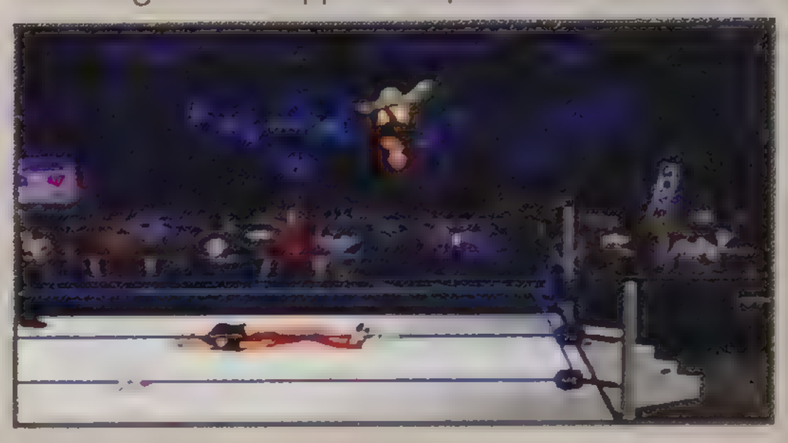
LITA DDT
Standing front

FINISHERS

TWIST OF FATE 2
Standing front



DIVING MOONSAULT 1
Dive vs. grounded opponent (pin combo)



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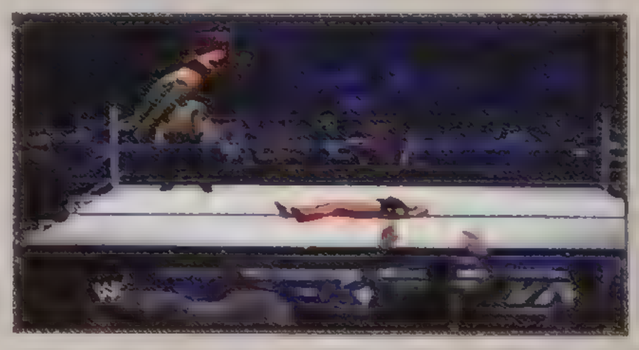
Intriguing. Controversial. Shocking. There are many words that can describe Lita's tenure in WWE, and the above three certainly fit the bill. But there are others that work as well, such as athletic, technical and thrilling. In short, Lita is the sum of many parts, and those parts have created an impressive picture that the WWE Universe won't soon forget. Whether it was during her time as part of Team Xtreme during the "Attitude Era" or her jaw-dropping alliance with the "Rated-R Superstar" Edge, it was hard to take your eyes off of Lita. Wherever she was, the chance that something memorable would happen was off the charts. With her vibrant tattoos and flowing red hair, she's part wild child, but she also is a keen strategist who can take advantage of an opponent's weaknesses at a moment's notice. Lita is also one of the most athletically gifted Divas to ever enter the ring. A multiple-time Women's Champion, Lita can flawlessly pull off maneuvers that few others, male or female, can even contemplate. Her high-risk, aerial-based offense meshed perfectly with her personality. Lita has no qualms about rolling the dice if it gives her a chance at success. If you live on the edge, you will fall on occasion. Lita accepted that truism, and always came back for more. Lita is back and better than ever in *WWE '13*, stirring up controversy and creating incredible moments in her wake. The WWE Universe would expect nothing less.

BREAKDOWN

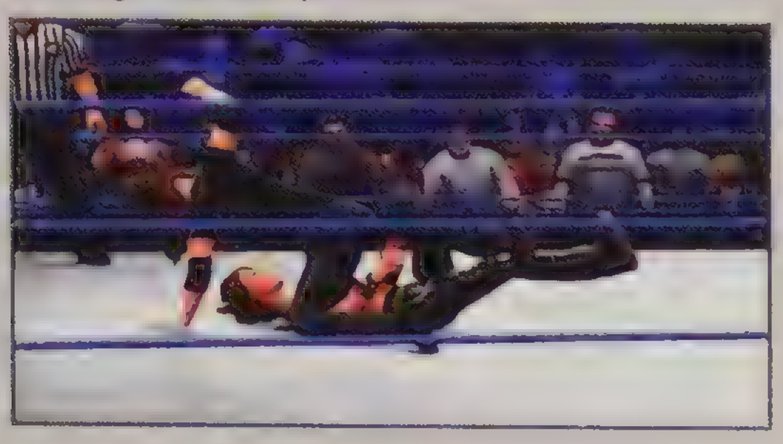


Lita '00 is very similar to the "Rated-R" Lita, but she is just a bit better in multiple areas. She takes a hit in Charisma (still good at 80), but she is better defensively and is bumped in Agility, Submission, and Durability, which will make life even more difficult for the Divas trying to contain her. Pair that with her ability to dive attack (Springboard Dives and Outside Dives) and she might be the most unstoppable Diva in the game—certainly one of the most fun to play. Run and strike as your opponent gets up to keep the pressure on.

STEPHANIE MCMAHON

SIGNATURE MOVES

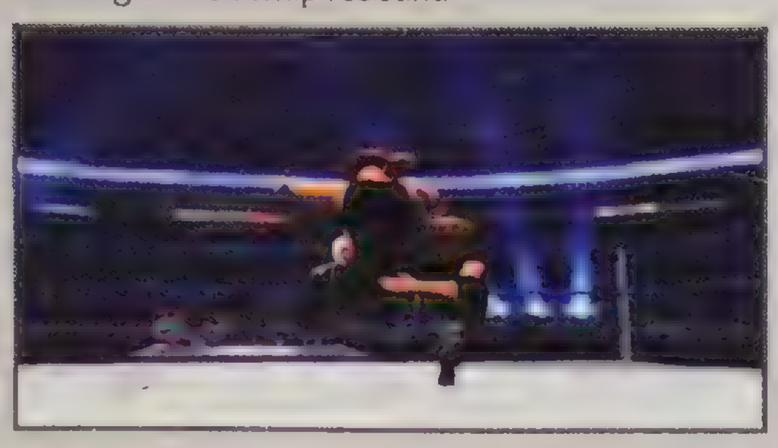
LOU THESZ PRESS 2
Running or Irish whip rebound



WOMEN'S SLAP 2
Standing front

FINISHERS

SPEAR 1
Running or Irish whip rebound

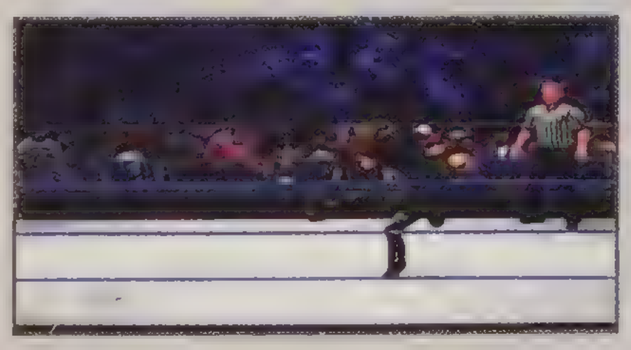


PEDIGREE 2
Standing front

WWE BIO

There have been many people who could be accurately described as master strategists throughout WWE history. But it's safe to say that nobody has ever pulled it off with quite the gusto as the "Billionaire Princess." Stephanie entered WWE as a wholesome, sweet girl who seemingly wanted nothing more than to marry her boyfriend Test. But, soon enough, after she was tricked into marrying Triple H at a 24-hour drive-thru chapel in Las Vegas, the WWE Universe began to see that there was more to Stephanie than meets the eye. Aligned with the "Cerebral Assassin," Stephanie showed that she could be just as ruthless as her husband. Together, they began what they described as the "McMahon-Helmsley Era." For the other WWE Superstars, the "McMahon-Helmsley Era" could be better summed up as a reign of terror. The two orchestrated a takeover of WWE and ruled their newly acquired kingdom with an iron fist. With their power consolidated, the couple made it their mission to smash their adversaries through a variety of underhanded means. From fresh-faced innocence to conniving manipulation, Stephanie's instincts and cunning were a major part of WWE's watershed "Attitude Era." In *WWE '13*, the "Attitude Era" returns in all its unvarnished glory, and the "Billionaire Princess" will certainly make her presence felt.

BREAKDOWN



She's pretty charismatic with an 80 rating, but she is the lowest-rated Diva with a 74 Overall. Since she is the married to Triple H and the daughter of Mr. McMahon, her move-set uses the Lou Thesz Press as a Signature Move and the Pedigree as her Finisher. Your best strategy might be to Ring Escape if she gets in trouble and Taunt outside the ring to build momentum up for a special move bonus. Perform moves outside the ring to boost the damage taken and scramble back into the ring to finish the job before you're counted out.

STATS

HEIGHT: 5'9"

FROM: Greenwich, CT

CAREER HIGHLIGHTS: Women's Champion; *SmackDown* General Manager

ATTRIBUTES

STRIKE POWER: 65	**ADRENALINE:** 75
GRAPPLE POWER: 65	**RECOVERY:** 75
SUBMISSION: 60	**TOUGHNESS:** 65
STRIKE DEFENSE: 65	**DURABILITY:** 65
GRAPPLE DEFENSE: 65	**CHARISMA:** 80
SPEED: 70	**TAG TEAM:** 70
JUMP: 70	**OVERALL:** 74
AGILITY: 70	

ABILITIES

Move Thief	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	6.2s
Right	3.2s
Down	6.2s
Left	3.2s

TRISH STRATUS

STATS

HEIGHT: 5'4"

FROM: Toronto, Ontario, Canada

CAREER HIGHLIGHTS: Seven-time Women's Champion; Hardcore Champion; 3-time WWE.com Babe of the Year (2001, 2002, 2003); cover girl on three WWE Divas Magazines

ATTRIBUTES

STRIKE POWER: 70	**ADRENALINE:** 85
GRAPPLE POWER: 65	**RECOVERY:** 80
SUBMISSION: 65	**TOUGHNESS:** 70
STRIKE DEFENSE: 70	**DURABILITY:** 75
GRAPPLE DEFENSE: 75	**CHARISMA:** 90
SPEED: 75	**TAG TEAM:** 70
JUMP: 70	**OVERALL:** 80
AGILITY: 80	

ABILITIES

Leverage Pin

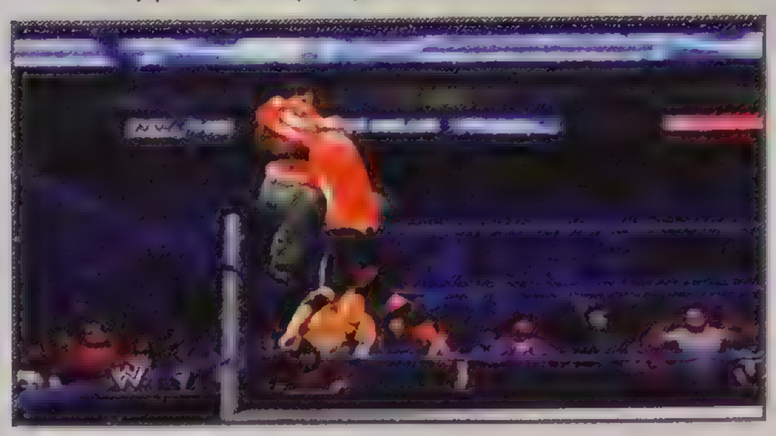
TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.9s
Right	5.6s
Down	2.8s
Left	5.8s

SIGNATURE MOVES

STRATOSPHERE 2

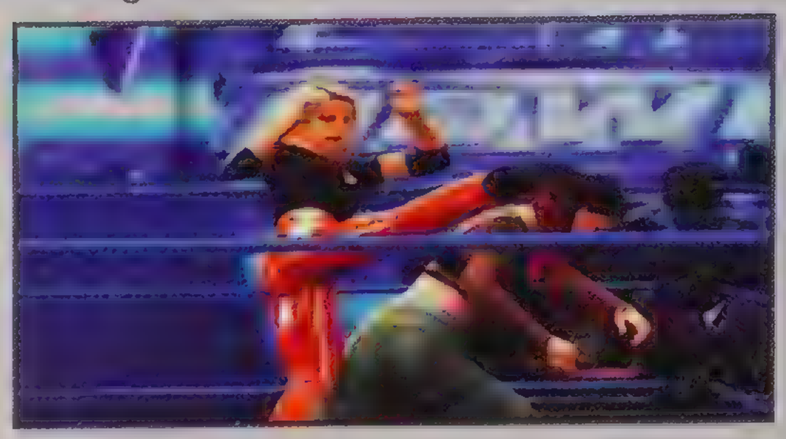
Corner opponent top rope front



FINISHERS

CHICK KICK 2

Standing front



STRATUSFACTION 2

Corner opponent front

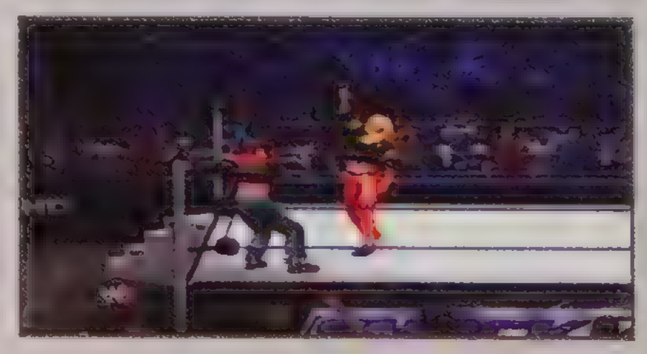
DDT 3 (ALTERNATE)

Standing front

WWE BIO

Trish Stratus might be the greatest Diva to ever set foot inside a WWE ring. Gorgeous, powerful and talented, the Canadian beauty was easy on the eyes, but tough on opponents. This rare mix of good looks and skill helped Trish nab a record seven Women's Championships during her run with WWE. Stratus's reputation as one of the greatest females in sports-entertainment history did not come easily though. First achieving success as a fitness model, she entered WWE in March of 2000 as a manager, leading the careers of Test, Albert and Val Venis. Immediately, the WWE Universe could tell she was someone worth looking at it, but Trish was dismissed as just that—eye candy. She proved she was more than just a pretty face when she started competing in 2001. In November of that year, Trish captured her first Women's Championship when she won a Six-Pack Challenge Match at *Survivor Series*. The gorgeous Diva won that championship a total of seven times over the next five years, defeating top competitors like Lita, Molly Holly and Victoria in the process. Trish announced her retirement from the ring in 2006 and competed in her last match at *Unforgiven* in September, beating Lita to win the Women's Championship for the final time. In the years that followed, the beloved beauty has regularly returned to WWE, including tagging with "Jersey Shore" troublemaker Nicole "Snooki" Polizzi at *WrestleMania XXVII* and appearing as a trainer on the relaunch of "Tough Enough" in 2011.

BREAKDOWN

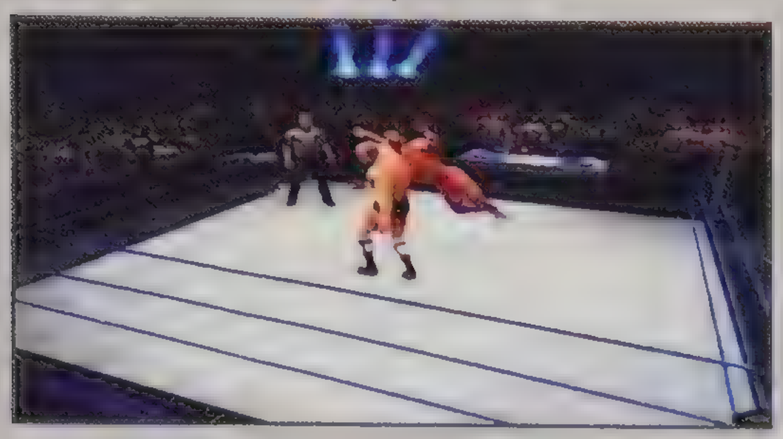


Trish Stratus is the highest-rated Diva in the game. She is well-rounded and holds a 90 in Charisma. Taunt to build momentum and you'll quickly open up the Stratosphere 2 Signature Move and the Stratusfaction 2 Finisher that highlights Trish's famous one finger in the air image. Trish is a bit better of a striker than a grappler, so look to exploit the opponent with standing strikes and running strikes. When your opponent goes down, pepper them with strikes too. She's as fast as any other Diva out of the box, so keep the battle moving around the ring.

ANTONIO CESARO

SIGNATURE MOVES

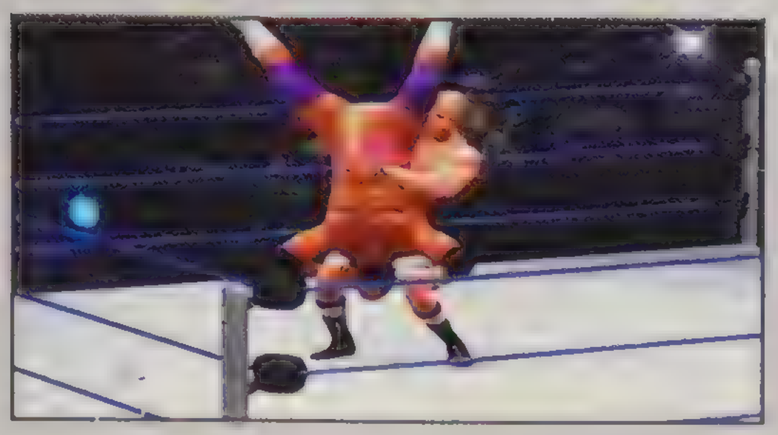
VERY EUROPEAN UPPERCUT
Standing front or Irish whip rebound



GUTWRENCH SUPLEX 3
Standing front

FINISHERS

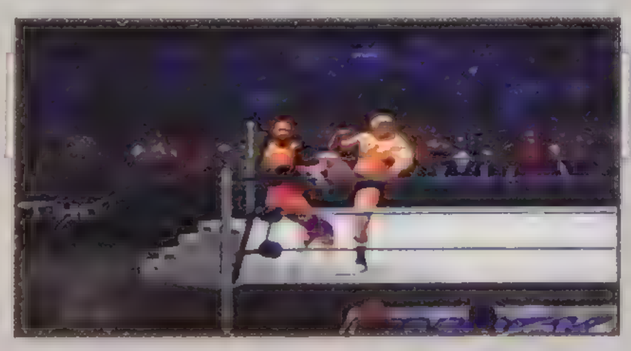
NEUTRALIZER
Standing front



WWE BIO

Ask Antonio Cesaro where he hails from, and you won't be hearing "parts unknown." The Swiss-born Superstar is unabashedly proud of his roots, and is quick to remind allies and foes alike of his Lucerne hometown. Walking the walk, Cesaro backed up his patriotism by serving in Switzerland's famed militia before embarking on an athletic career. After excelling on several European rugby teams, Cesaro was banned from the league due to excessive aggression, and decided to apply his mercilessness in the ring. Honing his skills not just in Europe but around the entire world, Cesaro landed in the United States and developed a cult following exhibiting his vicious skills in tag team and singles competition alike. But this brutally innovative grappler from the "Land of the Alps" is not all brawn. As versatile as a Swiss Army knife, the cultured Cesaro speaks five languages, allowing him to adapt to his surroundings while traveling the globe en route to WWE. When not European Uppercutting his way through his opponents, he appreciates the finer things in life. Cesaro has backed up his multilingual smack talk with a string of big victories on *SmackDown* leading up to his championship-winning stunner at the 2012 SummerSlam Pre-Show. By ending Santino Marella's lengthy five-month United States Championship reign, The Swiss Sensation put the entire WWE Universe on notice that he's one of WWE's fastest-rising young Superstars. Truly in a class unto himself, Cesaro is very talented... very bright... "very European!"

BREAKDOWN



He's currently the United States Champion for a reason—Antonio Cesaro is good at standing and banging with the best. Even though he has some very low attribute ratings (Agility, Jump) that drop his Overall rating to an 84, His 85 Strike Power and solid 75s and 80s keep him a gamer in the ring. We love the strong strike Headbutt 5 and getting into the Side Headlock and Front Facelock and perform the various iterations of the European Uppercut. His Very European Uppercut is one of favorites in the game! Hammer your opponent with it to force them into the critical damage and a groggy state. Whip your opponent into a corner and perform a Player's Boot 1 (running strike). If you like, pick them up and get a Waist Lock from behind. Cesaro has a decent 80 rating in Submission so hold grapple to sink in a Cobra Clutch Breaking Point Submission for the tap out. If they survive, release the hold and use your Finisher.

STATS

HEIGHT 6'5"
WEIGHT 232 pounds
FROM Lucerne, Switzerland
CAREER HIGHLIGHTS United States Champion

ATTRIBUTES

STRIKE POWER	85	ADRENALINE	75
GRAPPLE POWER	80	RECOVERY	75
SUBMISSION	80	TOUGHNESS	75
STRIKE DEFENSE	80	DURABILITY	75
GRAPPLE DEFENSE	80	CHARISMA	75
SPEED	80	TAG TEAM	70
JUMP	65	OVERALL	84
AGILITY	60		

ABILITIES

Leverage Pin
Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.3s
Right	3.8s
Down	5.3s
Left	3.8s

BRIAN PILLMAN

STATS

HEIGHT: 6'0"
WEIGHT: 227 pounds
FROM: Cincinnati, OH
CAREER HIGHLIGHTS: Cruiserweight Champion; WCW Tag Team Champion

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 80
GRAPPLE POWER: 80	**RECOVERY:** 80
SUBMISSION: 65	**TOUGHNESS:** 90
STRIKE DEFENSE: 80	**DURABILITY:** 80
GRAPPLE DEFENSE: 80	**CHARISMA:** 85
SPEED: 75	**TAG TEAM:** 80
JUMP: 80	**OVERALL:** 87
AGILITY: 80	

ABILITIES

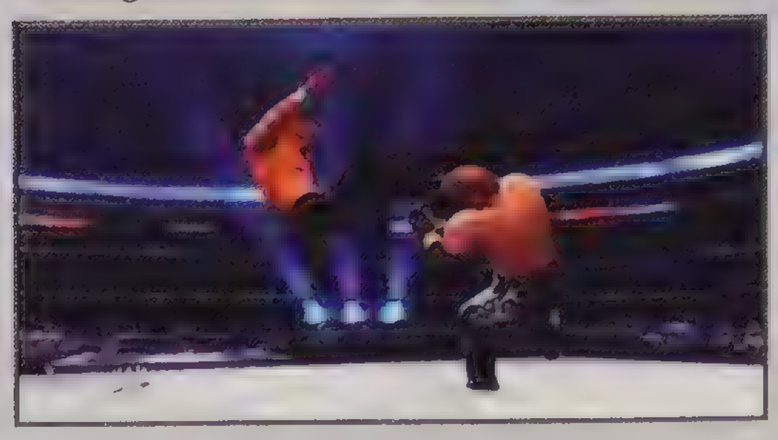
- Dirty Pin
- Leverage Pin
- Outside Dives
- Ring Escape
- Springboard Dives

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.4s
Right	2.7s
Down	3.1s
Left	2.7s

SIGNATURE MOVES

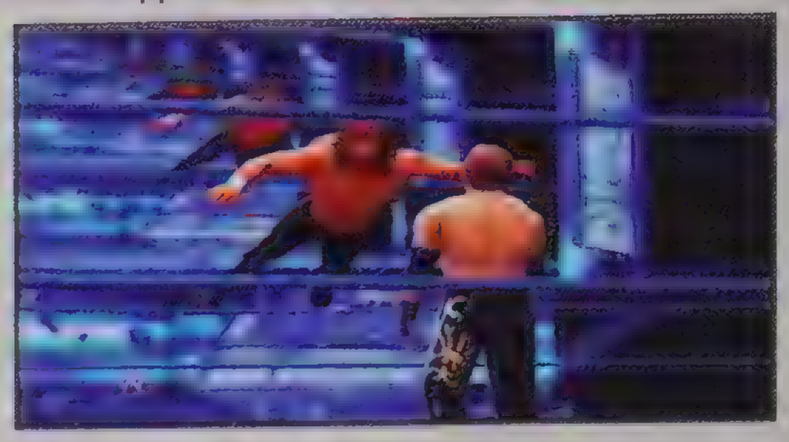
JUMPING SPIN HEEL KICK
Standing front



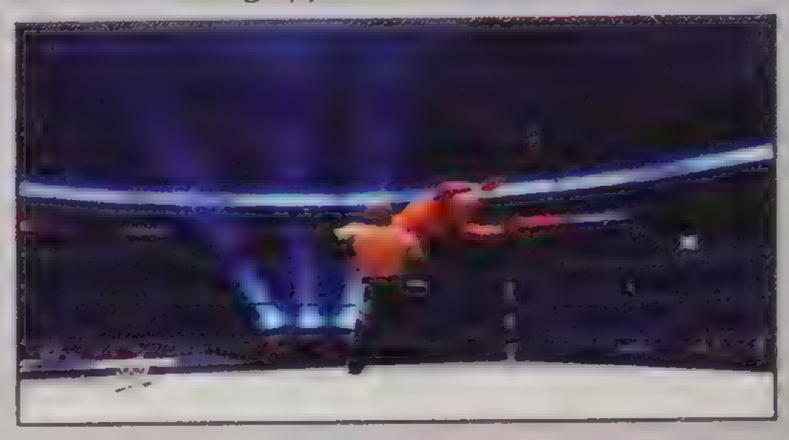
CROSS ARMBAR
Grounded opponent near upper body

FINISHERS

AIR PILLMAN
Corner opponent front



DIVING CROSS BODY 3
Dive vs. standing opponent



SNAP SUPLEX (ALTERNATE)
Standing front

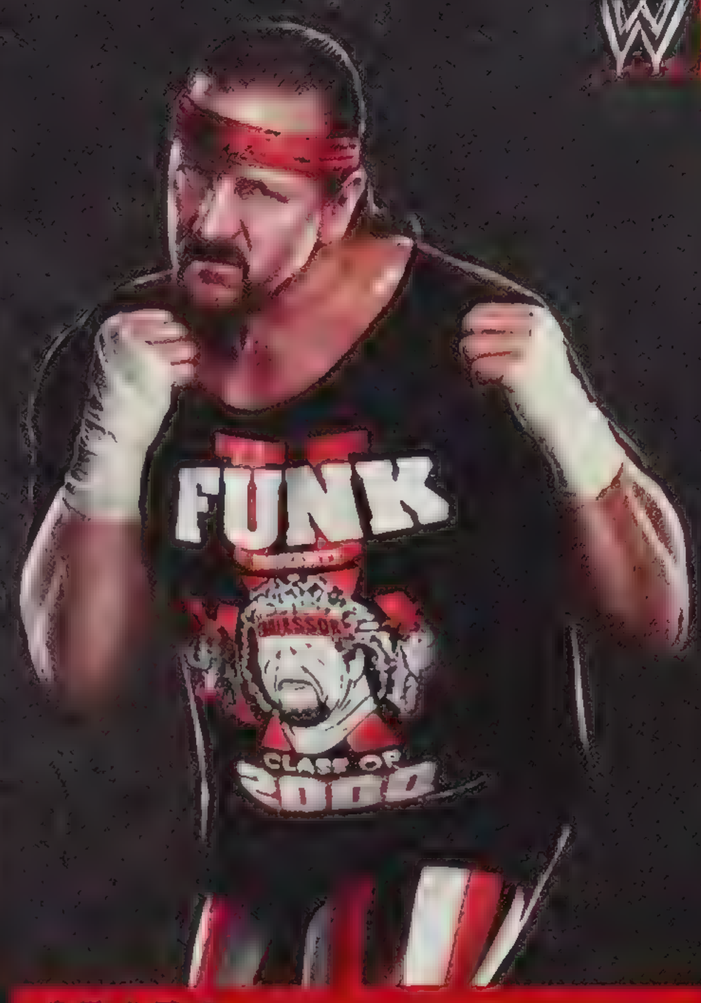
WWE BIO

The career of Brian Pillman is one that had two very separate and distinct acts, each memorable and groundbreaking in their own right. As "Flyin' Brian," Pillman was one of the industry's most athletic and breathtaking competitors. As the "Loose Cannon," Pillman was one of the most controversial stars to ever step foot into a ring. Pillman thrilled fans during his early days in WCW with his fast-paced arsenal of acrobatic moves. His rivalry against Japanese star Jushin "Thunder" Liger over the Cruiserweight Championship produced some of the most memorable matches of the 1990s. He was also one-half of the Hollywood Blonds with his partner, "Stunning" Steve Austin. The duo was cocky, colorful and successful, winning the WCW Tag Team Championship in 1993. But Pillman is perhaps best remembered for his time as the "Loose Cannon" beginning in late 1995. Gone was the clean-cut high-flyer, replaced by a wild man who could literally do anything at any moment. He was fired from WCW in 1996 after his highly controversial "Respect" Match against Kevin Sullivan at *SuperBrawl VI*. He went to ECW for a few months, where he couldn't compete due to a devastating car accident that shattered his ankle. That didn't stop Pillman from creating mayhem in the promotion. Pillman, now one of the most talked-about stars in the industry, was quickly signed with WWE. He battled his former tag partner Austin before aligning himself with Bret "Hit Man" Hart in a reformed Hart Foundation that found fault with American values, but were wildly popular in Canada. Pillman tragically died in 1997, but his impact on the industry was undeniable. As the "Loose Cannon," his wild, unpredictable style was the perfect fit for the start of the "Attitude Era." In *WWE '13*, Pillman's wild antics are celebrated once more, and controversy is never far behind. Whether you liked Pillman or loathed him, it's undeniable that it was impossible to take your eyes off of him.

BREAKDOWN

Playing as Brian Pillman is a lot of fun. Even though he only rates as an 80 in both Jump and Agility, he has the move-set and abilities to take the action to the air. When you download him you get the Air Pillman Finisher, a nice springboard clothesline dive from the apron that blasts your opponent's head. Pillman has a Cross Armbar Signature Move, but opt for the Jumping Spin Heel Kick because it also attacks the head and Pillman is a much more powerful striker (80) than he is submission artist (65). Other than that, he is very well-rounded and not weak in any other category. Here's a hidden gem: Downloading Pillman also rewards you with the fantastic—and old-school—groggy grapple Gouging. When your opponent is standing groggy, hold down and tap grapple to latch on with this eye gouge from back in the day!

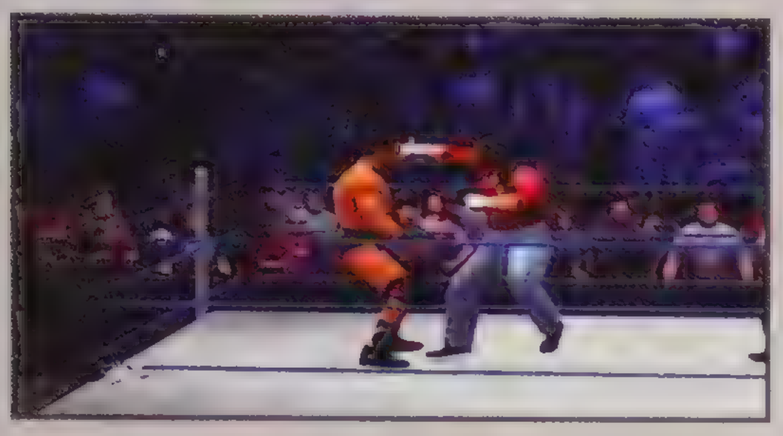
CHAINSAW CHARLIE



SIGNATURE MOVES

SPINNING TOE HOLD
Standing front or running

TEXAS JAB
Standing front



FINISHERS

TEXAS PILEDRIVER
Standing front

WWE BIO

It's hard to point out any one portion of Terry Funk's legendary career and say that it was Funk at his most wild and unpredictable. But amid all the mayhem that Funk brought, he did anything as crazy as play with a fully functional chainsaw in the ring. That is, until Chainsaw Charlie. The sight of a wild man with a stocking over his head waving a running chainsaw over his head is the stuff of horror movies. And, in 1998, it was the stuff of WWE, as well. As "Charlie," Funk continued his love-hate relationship with Mick Foley. And as much of each man's career played out prior, they viciously brawled with one another. But they also joined forces to battle the New Age Outlaws. The duo beat the Outlaws for the World Tag Team Championship at *WrestleMania XIV* in a Dumpster Match, but the result was thrown out the next day on a technicality. Chainsaw Charlie was perhaps Funk at his most unpredictable (with the possible exception of his stints in Japan), and in *WWE '13*, Charlie's back, and he's bringing the chainsaw with him.

BREAKDOWN

Chainsaw Charlie's persona in the ring was one of a tough, hardcore Superstar. Like his one-time tag team partner Cactus Jack he was know for being able to work through high levels of punishment, and with his 90 in Durability and 95 in Toughness, he's not going to quit here either. Put Chainsaw Charlie's 90 in Tag Team to good use partner up with Cactus Jack to re-create the drama with Road Dogg and Billy Gunn from the "Attitude Era". We liked selecting a Tornado Tag match with Extreme Rules to fully take advantage of the tough duo. Or, select a Tag Team match and whip one of them into the corner and use the Drop Toe & Elbow Drop against the opponent for a classic Tag Team move, and you can follow that up with Charlie's Signature Move, the Texas Jab to keep the power strikes coming. Finish off the barrage with the Texas Piledriver for the win.

STATS

HEIGHT: 6'1"
WEIGHT: 247 pounds
FROM: Amarillo, TX
CAREER HIGHLIGHTS: NWA Champion; ECW Champion; United States Champion; World Tag Team Champion; NWA Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 85
GRAPPLE POWER: 75	**RECOVERY:** 85
SUBMISSION: 70	**TOUGHNESS:** 95
STRIKE DEFENSE: 80	**DURABILITY:** 90
GRAPPLE DEFENSE: 85	**CHARISMA:** 75
SPEED: 65	**TAG TEAM:** 90
JUMP: 75	**OVERALL:** 86
AGILITY: 75	

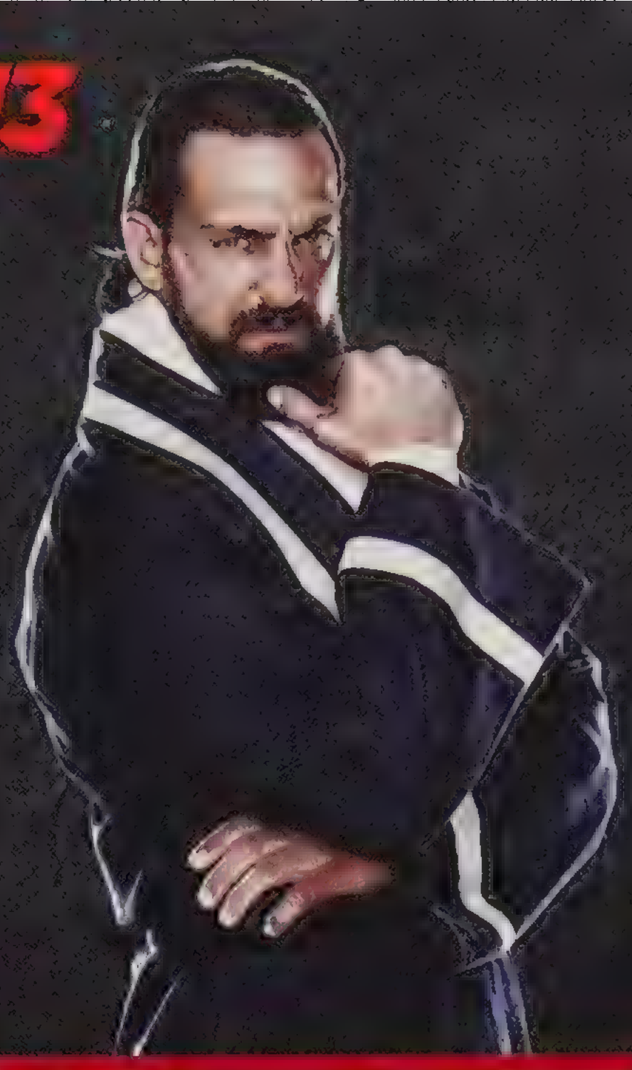
ABILITIES

Dirty Pin
Outside Dives
Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.7s
Right	2.9s
Down	2.7s
Left	2.9s

DAMIEN SANDOW



STATS

HEIGHT: 6'4"
WEIGHT: 243 pounds
FROM: [Need from WWE]

ATTRIBUTES

STRIKE POWER	80	ADRENALINE	75
GRAPPLE POWER	80	RECOVERY	75
SUBMISSION	80	TOUGHNESS	80
STRIKE DEFENSE	75	DURABILITY	75
GRAPPLE DEFENSE	75	CHARISMA	80
SPEED	75	TAG TEAM	75
JUMP	70	OVERALL	84
AGILITY	70		

ABILITIES

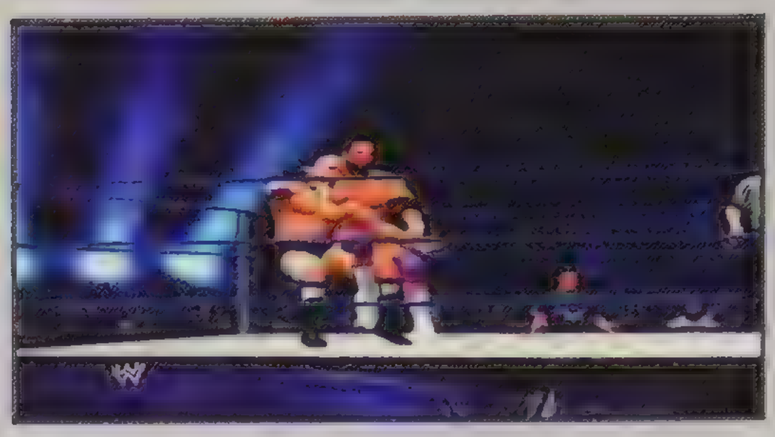
Dirty Pin	Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	5.0s
Right	5.8s
Down	5.0s
Left	5.8s

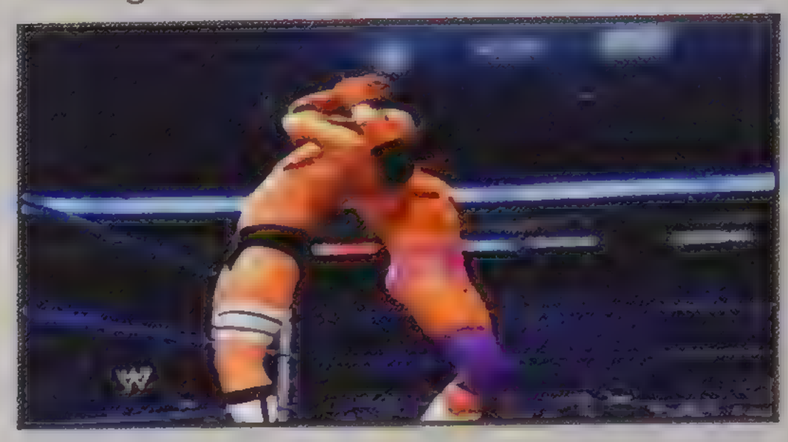
SIGNATURE MOVES

RUSSIAN LEG SWEEP 3
Standing front

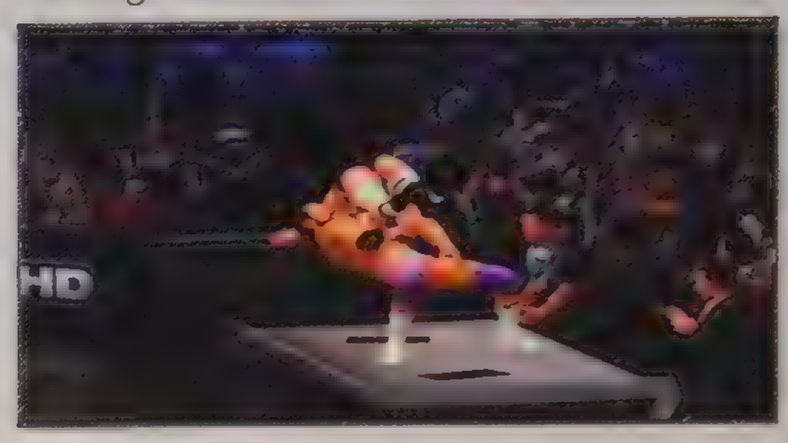


FINISHERS

CROSS ARM NECKBREAKER
Standing front



SNAP SUPLEX (ALTERNATE)
Standing front



WWE BIO

Rest assured that Damien Sandow did not arrive in WWE to allow a decline in its moral value to continue. The cultured combatant intends to imbue a level of refinement within the WWE Universe that he finds sorely lacking. The kids who play too many video games, the adults who idolize singing competitions and struggle to keep up with Kim Kardashian...They are the ones who need help. Sandow seeks to uplift those who have been led along a misguided path. To the WWE Superstars who allow and encourage such crass situations to endure, Sandow will deliver a mandatory rearing in the form of spiritual and physical enlightenment. The Superstar's sophisticated in-ring style elevates him above those who would dare to muster a challenge. The tasteful titan may be misunderstood, but so would you if you had a philosopher's mind with a linebacker's body. An esteemed intellectual of Sandow's stature simply cannot help that his opponents fall so far short of his high-minded ways. Hold your applause for WWE's new champion of civility, however. There's no need to thank Sandow for taking up this hefty endeavor, as the realization of a world aspiring to his personal sense and sensibilities will be thanks enough. After being sacrificed during a D-Generation X reunion on *Raw* 1,000, Sandow assumed the role of WWE's martyr. On the August 21, 2012 edition of *Raw*, Sandow used his keen intellect to overcome the brute strength of Brodus Clay. Despite being brutalized by The Funkasaurus after the contest, more celebration cartwheels look to be in Sandow's future.

BREAKDOWN

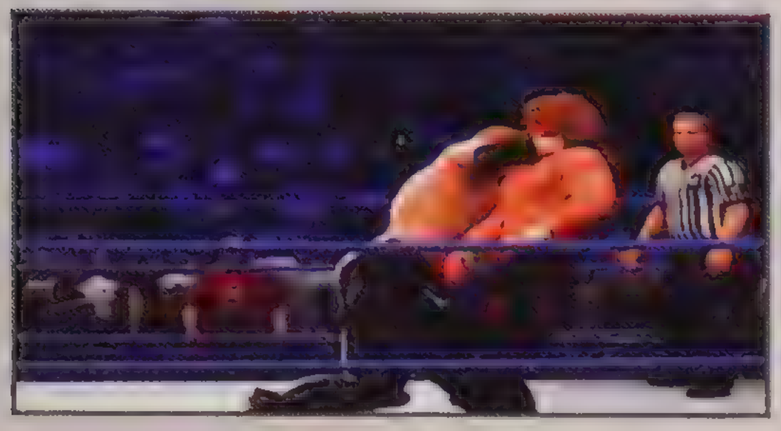
Damien Sandow might be new to WWE, but he has already made a dent with the fans. It must be nice to be the only enlightened person in the room! Even his Finisher demonstrates this indignant attitude as he crosses his opponent's arms like a straight jacket and slams them in the Cross Arm Neckbreaker 2—your move-set reward for downloading Sandow. When your opponent is down, tap grapple near their lower body to work the Surfboard Facecrusher 1 to attack the head. Hit him with a Knee Stomp 1 if he's face up to tally more damage to head.

DDP

SIGNATURE MOVES

DIAMOND BOMB
Standing front

DISCUS CLOTHESLINE COMBO
Standing front



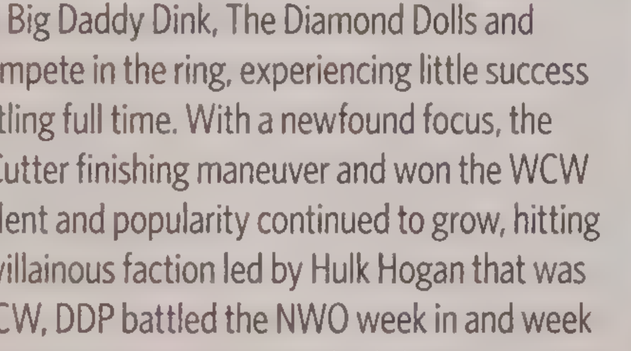
FINISHERS

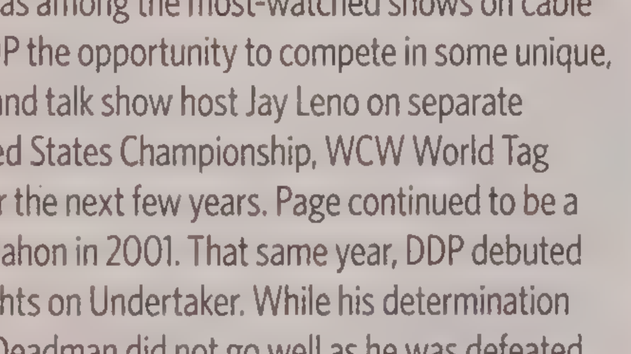
DIAMOND CUTTER
Standing front

DIAMOND CLASH
Standing front

WWE BIO

Starting his career as a manager in the American Wrestling Association in the late '80s, Diamond Dallas Page made his first WWE appearance in 1990 when he drove The Honky Tonk Man and Greg Valentine to the ring in a pink Cadillac at *WrestleMania VI*. This would be DDP's last stint with WWE for over a decade, however, as he joined World Championship Wrestling as the manager of the legendary Fabulous Freebirds in 1991. Quickly, the talented talker built a larger stable known as The Diamond Mine, which included Big Daddy Dink, The Diamond Dolls and The Diamond Studd. That same year, at the age of 35, Page began to compete in the ring, experiencing little success at first. In 1994, Page left managing behind completely and began wrestling full time. With a newfound focus, the New Jersey-native started to chalk up victories thanks to his Diamond Cutter finishing maneuver and won the WCW Television Championship from Renegade at Fall Brawl in 1995. Page's talent and popularity continued to grow, hitting its peak in 1997 when he stood up to the despised New World Order, a villainous faction led by Hulk Hogan that was looking to take down WCW. Now one of the most beloved figures in WCW, DDP battled the NWO week in and week out to big ratings and packed houses. By 1998, WCW's Monday Nitro was among the most-watched shows on cable and Page was one of its biggest stars. This newfound celebrity gave DDP the opportunity to compete in some unique, high-profile matches, including teaming with NBA legend Karl Malone and talk show host Jay Leno on separate occasions. Page's success in the ring also continued as he won the United States Championship, WCW World Tag Team Championship and WCW World Heavyweight Championship over the next few years. Page continued to be a major player in WCW up until the company was purchased by Mr. McMahon in 2001. That same year, DDP debuted in WWE and attempted to make an immediate impact by setting his sights on Undertaker. While his determination can be appreciated, the former WCW Champion's plan to take out The Deadman did not go well as he was defeated by The Demon from Death Valley on multiple occasions. The following year, Page changed his tune and adopted the persona of a motivational speaker. With the catchphrase, 'That's not a bad thing, that's a good thing,' DDP's irritatingly positive attitude drew the ire of the WWE Universe. It also drew him some success as he defeated Christian for the European Championship in 2002.





BREAKDOWN

Diamond Dallas Page at an 89 Overall rating, is well-rounded, and not weak in any area. Plus, when you download him, you will get a slew of additions to your move-set—not just his Signature Moves and Finishers, but also the Gutwrench Gutbuster (left on left analog stick and groggy grapple) and the Appealing Elbow Drop (grapple on a grounded opponent side). He's tough and charismatic, so bring the battle and work the crowd.

STATS

HEIGHT: 6'5"

WEIGHT: 248 pounds

FROM: The Jersey Shore

CAREER HIGHLIGHTS: WCW World Heavyweight Champion; United States Champion; European Champion; WCW World Television Champion; WCW World Tag Team Champion; World Tag Team Champion

ATTRIBUTES

STRIKE POWER: 80	ADRENALINE: 85
GRAPPLE POWER: 80	RECOVERY: 85
SUBMISSION: 70	TOUGHNESS: 85
STRIKE DEFENSE: 85	DURABILITY: 85
GRAPPLE DEFENSE: 85	CHARISMA: 90
SPEED: 75	TAG TEAM: 80
JUMP: 75	OVERALL: 89
AGILITY: 75	

ABILITIES

Dirty Pin	Leverage Pin
Hammer Throw	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.5s
Right	3.6s
Down	3.5s
Left	3.6s

DREW MCINTYRE

STATS

HEIGHT: 6'5"
WEIGHT: 254 pounds
FROM: Ayre, Scotland
CAREER HIGHLIGHTS: Intercontinental Champion, WWE Tag Team Champion

ATTRIBUTES

STRIKE POWER: 75	**ADRENALINE:** 85
GRAPPLE POWER: 75	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 75
STRIKE DEFENSE: 80	**DURABILITY:** 75
GRAPPLE DEFENSE: 80	**CHARISMA:** 75
SPEED: 80	**TAG TEAM:** 80
JUMP: 75	**OVERALL:** 84
AGILITY: 75	

ABILITIES

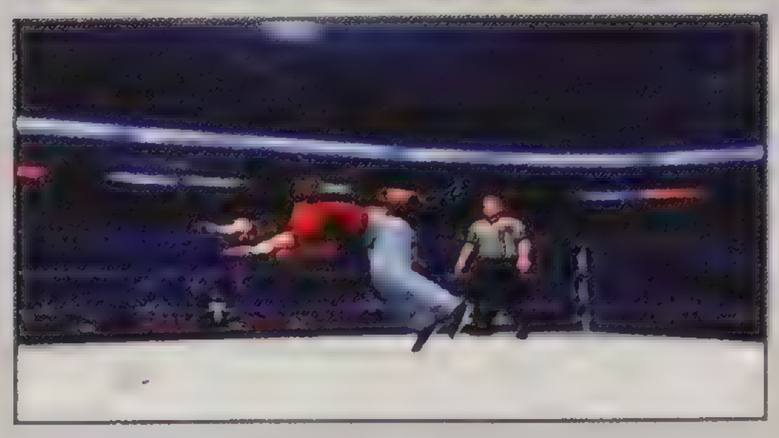
Hammer Throw
Dirty Pin
Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.3s
Right	6.3s
Down	4.3s
Left	6.3s

SIGNATURE MOVES

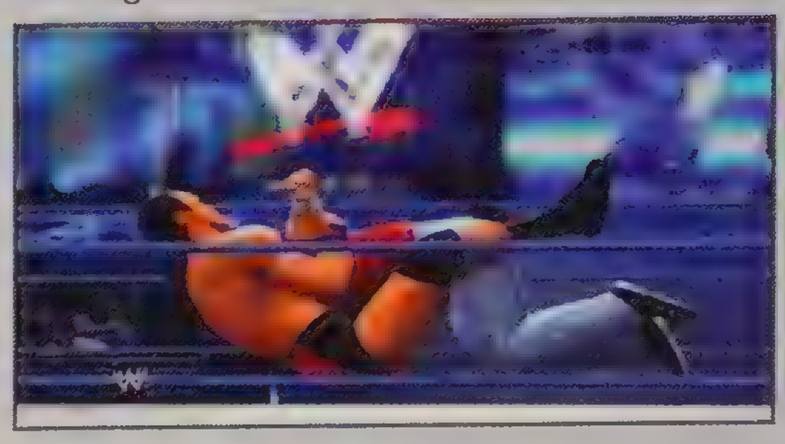
REVERSE STO
Standing front or running



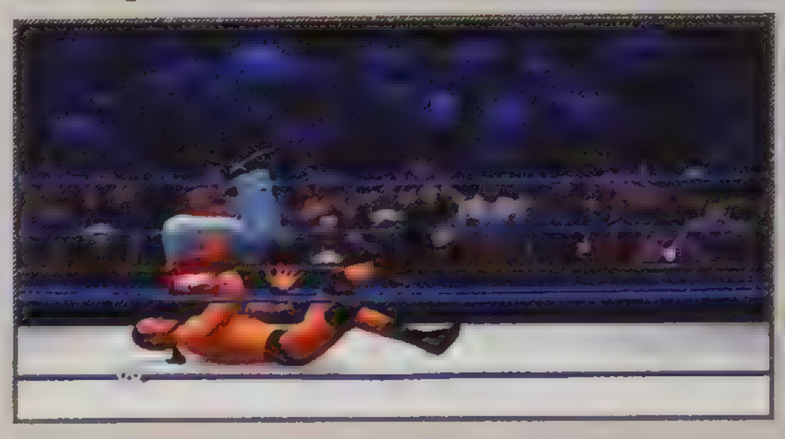
BACKBREAKER 2
Standing front

FINISHERS

FUTURE SHOCK 2
Standing front



FUTURE SHOCK 1
Standing front



WWE BIO

While many fellow 15-year-olds were worried about sitting at the "popular table" at lunchtime, Drew McIntyre was already training to become a WWE Superstar. It's no wonder, then, why Mr. McMahon anointed him "The Chosen One." At the young age of 22, McIntyre had skyrocketed from the independent scene to the big show, WWE contract in hand. From the get-go, McIntyre was determined to live up to the hype. Before even taking part in a single match, Drew turned *SmackDown* upside down in 2009 by launching a series of unrelenting attacks on more established Superstars, starting with R-Truth and Charlie Haas. The ruthless aggression paid dividends when he was personally awarded a *SmackDown* contract by Mr. McMahon, who called him a "future World Champion." Armed with his aptly named Future Shock DDT, McIntyre continued to impress with a big win over John Morrison at WWE TLC 2009 to capture the Intercontinental Championship, and managed to hold the championship for more than five months. Hungry for more accolades, "The Sinister Scotsman" partnered with Cody Rhodes at Night of Champions 2010 to claim the WWE Tag Team Championship in a frenzied Tag Team Turmoil Match. Unsurprisingly, Drew's alliance with Cody didn't last long. Matt Striker may have said it best when he told the WWE Universe that "McIntyre only looks out for one person, and that is The Chosen One himself, Drew McIntyre." Given the young Scot's undeniable in-ring proficiency and propensity for devious tactics, the WWE Universe has its eye on McIntyre, awaiting this capable Superstar to fully realize the prophesy set forth by WWE's Chairman.

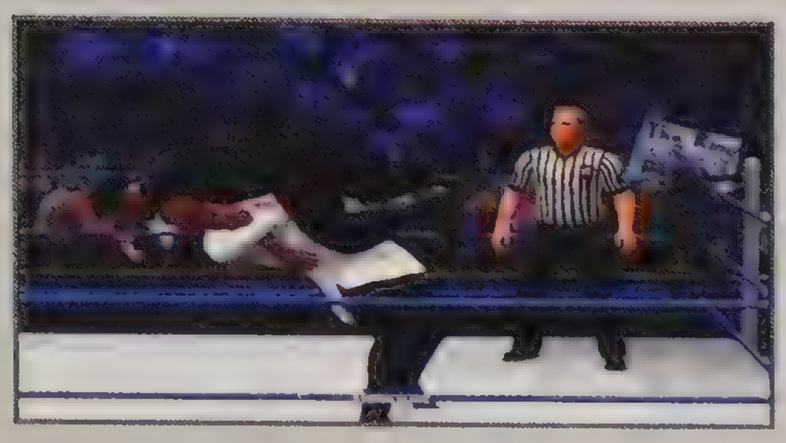
BREAKDOWN

If you played *WWE '12* and its *Road to WrestleMania* mode, settling into the ring with Drew McIntyre and his Future Shock Finisher will feel like the return of an old friend. Downloading him puts both versions of the Future Shock into your move-set and a well-rounded young Superstar. He's quick for a big guy but he is still rated at the lower end of the Superstar roster, with just an 84 Overall. Take the battle ringside and benefit from the out-of-ring damage multiplier and Taunt to boost your momentum.

GANGREL

SIGNATURE MOVES

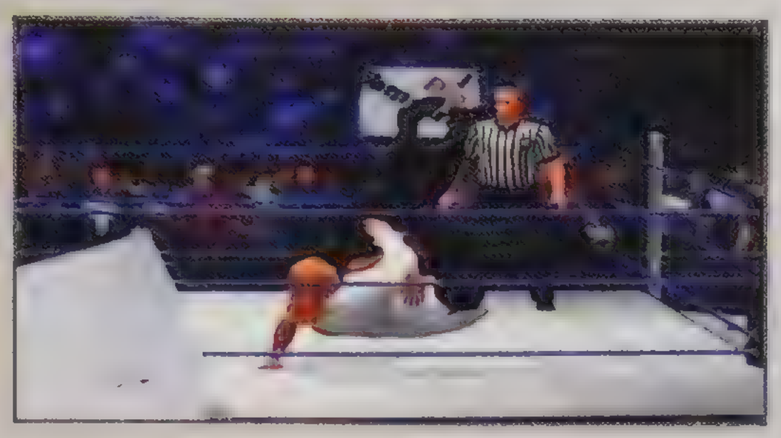
DOUBLE ARM LOCK SAULT
Standing front



CORKSCREW ELBOW DROP
Standing front

FINISHERS

IMPALER DDT
Standing front



WWE BIO

One of the most mysterious figures to ever appear in WWE, the very appearance of Gangrel both scared and excited fans. He would rise up from the bottom of the ramp inside a ring of fire and would walk to the ring sipping from a chalice. He was certainly bizarre, but no one could deny that he used his abundant charisma and influence to his advantage. Gangrel possessed a magnetism that drew people to him; often, these people seemed spellbound, not even aware of their actions. In short order, he drew two young followers to take up his cause and mission. Those impressionable youngsters? Edge and Christian. Together, the three formed the Brood, and they would go on to terrorize several Superstars, most of whom did not know what to make of the dark, gothic trio. But that union would not last, and soon Edge & Christian broke free of Gangrel's grasp and began their ascent to become one of the best tag teams in WWE history. And after a brief association with the Hardy Boys, Gangrel disappeared from WWE just as fast as he first appeared.

BREAKDOWN

Downloading Gangrel not only adds some nice additions to your move-set, you can now add him as a manager for the "Attitude Era" Edge and Christian Tag Team matches for historical fun. On the mat, he is a decent Superstar and his Corkscrew Elbow Drop is awesome. But, we had a blast playing Gangrel as manager in two-player tag team matches against the Acolytes. Distract the ref, break up grapples, and getting in the opponent's face to distract them is all part of the game. Taunt by pressing up and you spew out a vampiric red mist. In our match, we'd do all we could for Edge and Christian until the ref threw us out. You can pretty much wrestle with the opposing illegal tag partner all you want—keeping Bradshaw off the apron left Edge and Christian free to work over Faarooq.

STATS

HEIGHT: 6'2"
WEIGHT: 264 pounds
FROM: The Other Side of Darkness

ATTRIBUTES

STRIKE POWER: 80	ADRENALINE: 85
GRAPPLE POWER: 80	RECOVERY: 80
SUBMISSION: 75	TOUGHNESS: 75
STRIKE DEFENSE: 75	DURABILITY: 80
GRAPPLE DEFENSE: 75	CHARISMA: 80
SPEED: 80	TAG TEAM: 90
JUMP: 75	OVERALL: 86
AGILITY: 75	

ABILITIES

Dirty Pin	Leverage Pin
Hammer Throw	

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.5s
Right	2.4s
Down	2.5s
Left	2.4s

GOLDUST

STATS

HEIGHT: 6'6"
WEIGHT: 243 pounds
FROM: Hollywood, CA
CAREER HIGHLIGHTS: Intercontinental Champion, World Tag Team Champion

ATTRIBUTES

STRIKE POWER:	75	ADRENALINE:	80
GRAPPLE POWER:	80	RECOVERY:	80
SUBMISSION:	75	TOUGHNESS:	75
STRIKE DEFENSE:	80	DURABILITY:	80
GRAPPLE DEFENSE:	80	CHARISMA:	90
SPEED:	75	TAG TEAM:	75
JUMP:	70	OVERALL:	85
AGILITY:	70		

ABILITIES

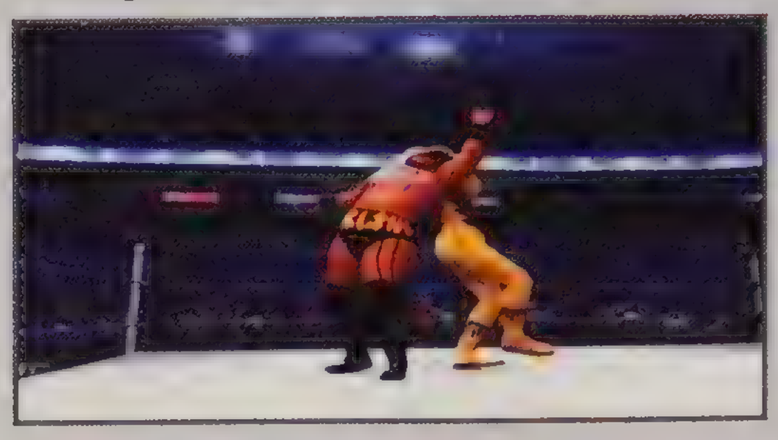
Dirty Pin
Leverage Pin
Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.1s
Right	5.0s
Down	2.1s
Left	5.0s

SIGNATURE MOVES

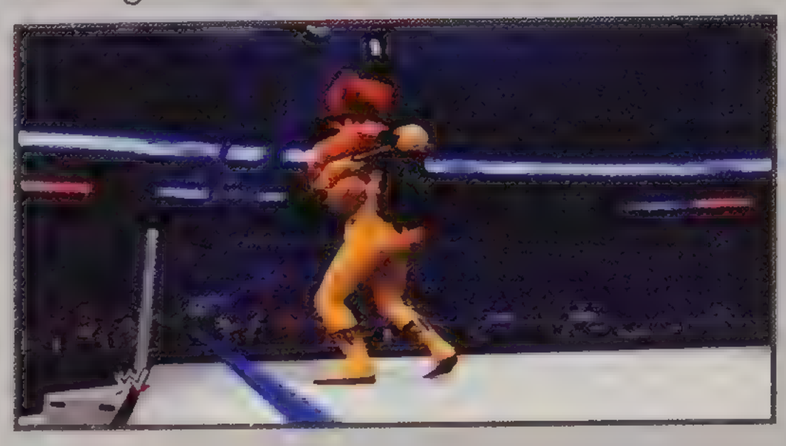
HANGMAN'S NECKBREAKER 3
Standing front



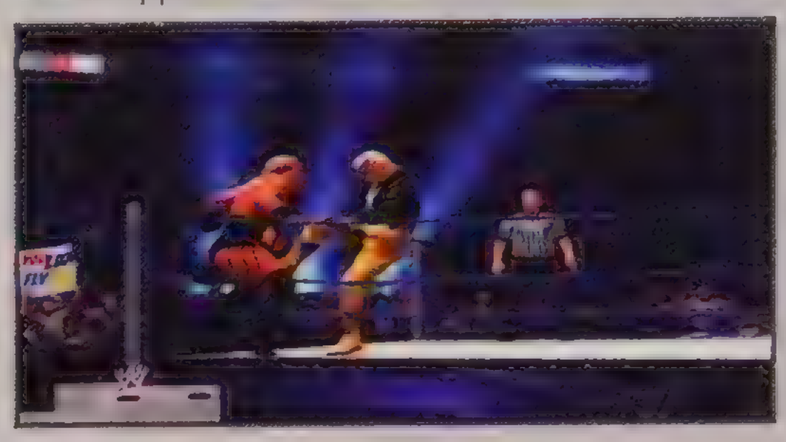
OSCAR
Standing behind

FINISHERS

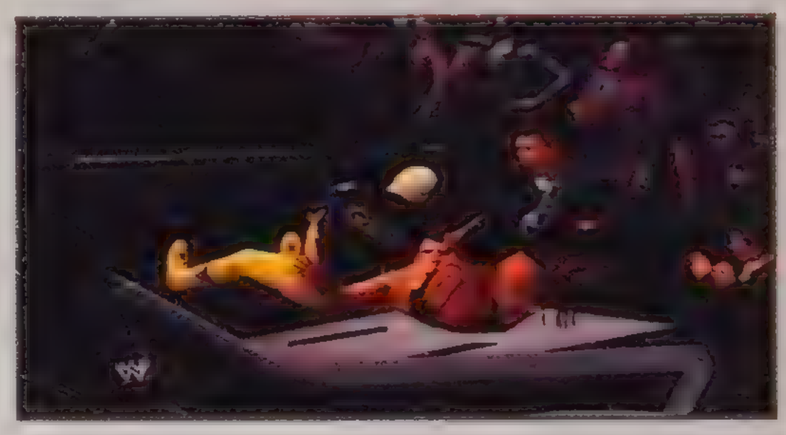
CURTAIN CALL
Standing behind



SHATTERED DREAM 2
Corner opponent front



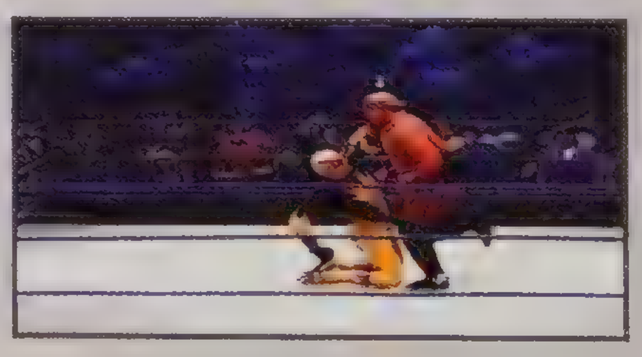
HANGMAN'S NECKBREAKER 3 (ALTERNATE)
Standing front



WWE BIO

Beneath the platinum blond wig, sleek latex and gobs of gold face paint is the son of WWE Legend Dusty Rhodes. Good luck trying to understand him, though. Goldust is a twisted enigma wrapped in a package of many surprises. Or, as some of his past rivals probably would describe him, "a sick freak." The WWE Universe has been taken on a long, fascinating trip since "The Bizarre One" first strutted his bedazzled stuff in 1995. With an envelope-pushing style that epitomized The "Attitude Era", Goldust instantly became a Superstar to watch and an oddity to fear. When the cameras were rolling on him, you got the sense anything could happen. After winning his debut match against Marty Jannetty at In Your House in '95, he soon turned his attention to a polar opposite, a greased slice of oozing machismo known as Razor Ramon. Seemingly at will, as would be the norm with "The Prince of Perversion," he prodded and manipulated Razor's mind like a chunk of Silly Putty. Capitalizing on his unusual tactics, Goldust defeated "The Bad Guy" at the 1996 *Royal Rumble* to win the Intercontinental Championship. It wasn't just his first WWE championship, but also the first for his brand new "director," the cigar-smoking seductress Marlena. Other memorable rivalries would follow over the years, as Goldust targeted Marc Mero, Brian Pillman and Vader, while dumping Marlena briefly for an even stranger companion, Luna Vachon. Following some time spent in WCW, The Bizarre One didn't miss a beat in his 2002 return to WWE, finding great success in the hardcore division—a suitable home for a Superstar who does everything in excess. As Goldust embraced the extreme, he found an unlikely ally in Booker T. The tandem went on to delight the WWE Universe with numerous comedic vignettes and later captured the World Tag Team Championship before being forced to split up. Still, we're positive he's got Book locked in his Fave 5. While Goldust's star has faded over recent years, he continues to make his presence felt on WWE's biggest shows, whether it be fighting Ted DiBiase at WWE Bragging Rights 2010 or confronting his brother Cody Rhodes on the final *SmackDown* of 2011. And he continues to welcome offbeat pairings with the likes of Hornswoggle, Yoshi Tatsu and Aksana. In a career that's included 11 total WWE championships, Goldust has exhibited why he shouldn't be dismissed as a simple carnival act. He's made sure that no one will ever forget his name.

BREAKDOWN

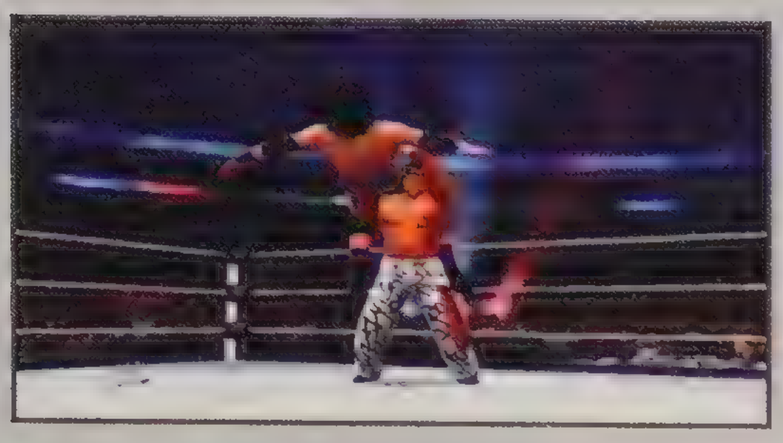


Goldust is a must-download! Not only does he bring some extra theatrics to the ring, he adds the Shattered Dream 2 to your move-set. If you're unfamiliar with Goldust, he's obsessed with the Hollywood lifestyle, and with this move, he kicks the cornered opponent square in the...golden globes. Also, the High Angle Uppercut 1 Irish whip rebound is one of our favorites. Follow this up with the dramatic Gourdbuster 4 for another power grapple. He's a better grappler than striker, and he's rated a 90 in Charisma. Taunt to take advantage and rack up the Finishers.

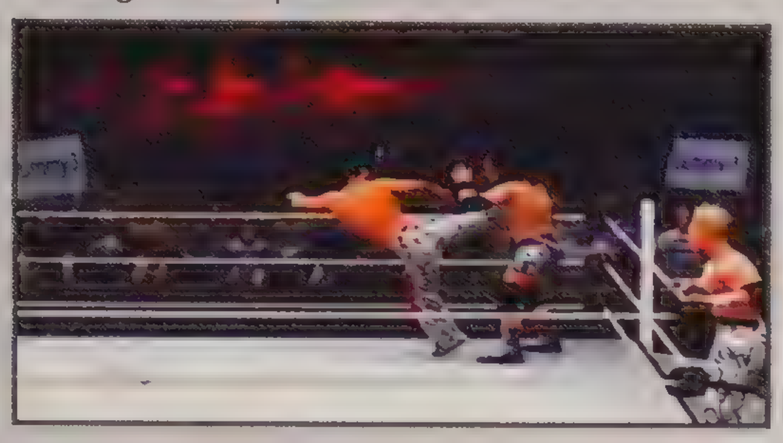
GRAND MASTER SEXAY

SIGNATURE MOVES

POWERBOMB 2
Standing front (pin combo)

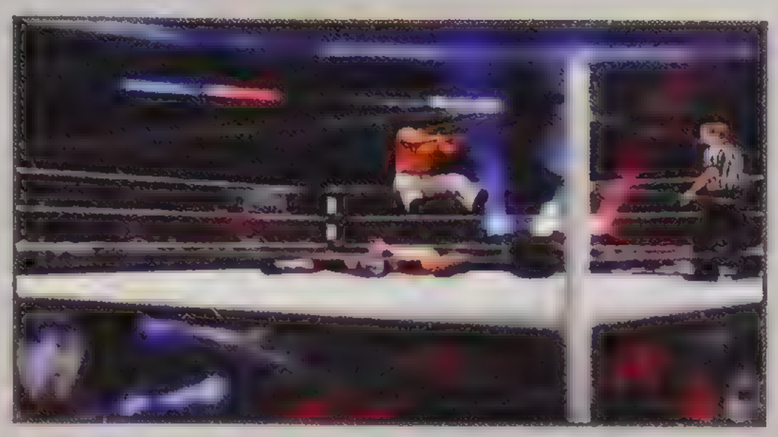


SUPER KICK 3
Running, Irish whip rebound or catch

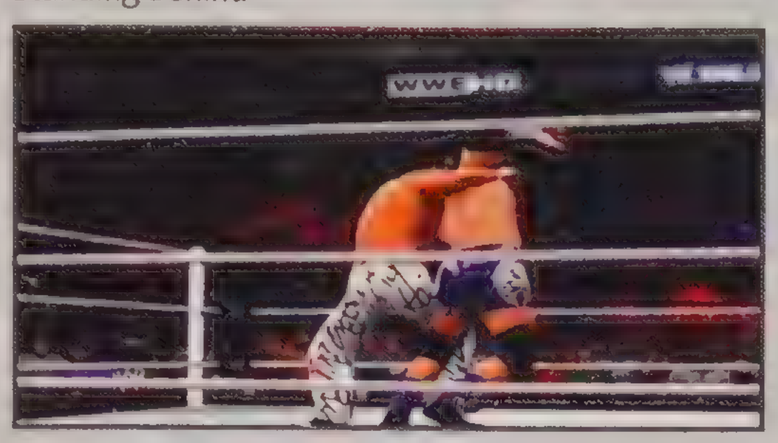


FINISHERS

HIP HOP DROP
Corner opponent front



SEXAY FACE BUSTER
Standing behind



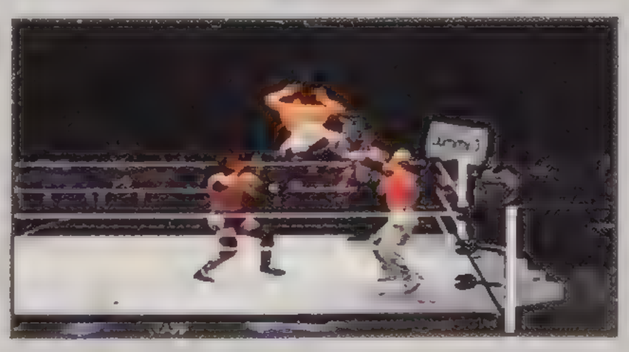
SCOOP POWERSLAM (ALTERNATE)
Standing front or Irish whip rebound (pin combo)

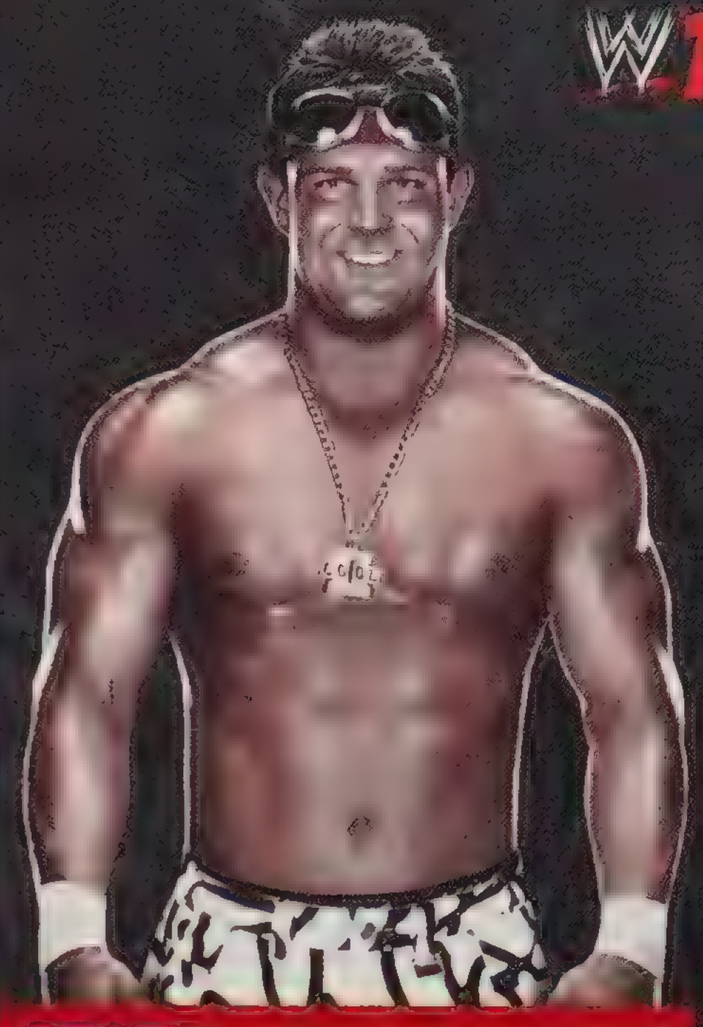
WWE BIO

For many years, where there was fun to be had in WWE, rest assured that Grand Master Sexay had a hand in the proceedings. Some people just have a knack for being in the middle of everything, but Grand Master Sexay turned that into an art form of sorts. Sporting wild goggles and outlandish ring attire, there was little that was understated about Grand Master Sexay. He was Sexay and he knew it, many years before it was cool to say it to the world. Which is why "Too Cool," his tag team with the equally colorful Scotty 2 Hotty, was so aptly named. They marched to the beat of their own drummer, and it was impossible not to at least chuckle over their crazy antics. But amid all the glitz and zaniness, it's easy to forget how good of a tandem that Too Cool was inside the ring. They won the World Tag Team Championship in 2000, defeating Edge & Christian, arguably one of the best tag teams of all time. Too Cool were impact players on the tag team scene for several years, and they left a lasting impression on the WWE Universe.

BREAKDOWN

Playing as Grand Master Sexay in a tag team with Scotty 2 Hotty is a must. The tag team Too Cool (Grand Master Sexay and Scotty 2 Hotty) unseated Edge & Christian as Tag Team Champion—they were that good. His Super Kick 3 Signature Move is a catch move, so if it works out that your Signature Move is active and your opponent dives at you, be ready to press the Finisher button. Then, climb the nearest turnbuckle and take off with the Hip Hop Drop for big damage. If your opponent is still hanging on, whip him into a corner and use some team moves until you build more momentum. Or, let your partner make the pin.





STATS

HEIGHT: 5'10"
WEIGHT: 213 pounds
FROM: Memphis, TN
CAREER HIGHLIGHTS: World Tag Team Champion

ATTRIBUTES

STRIKE POWER: 70	**ADRENALINE:** 85
GRAPPLE POWER: 75	**RECOVERY:** 75
SUBMISSION: 65	**TOUGHNESS:** 60
STRIKE DEFENSE: 80	**DURABILITY:** 75
GRAPPLE DEFENSE: 75	**CHARISMA:** 80
SPEED: 80	**TAG TEAM:** 100
JUMP: 90	**OVERALL:** 83
AGILITY: 90	

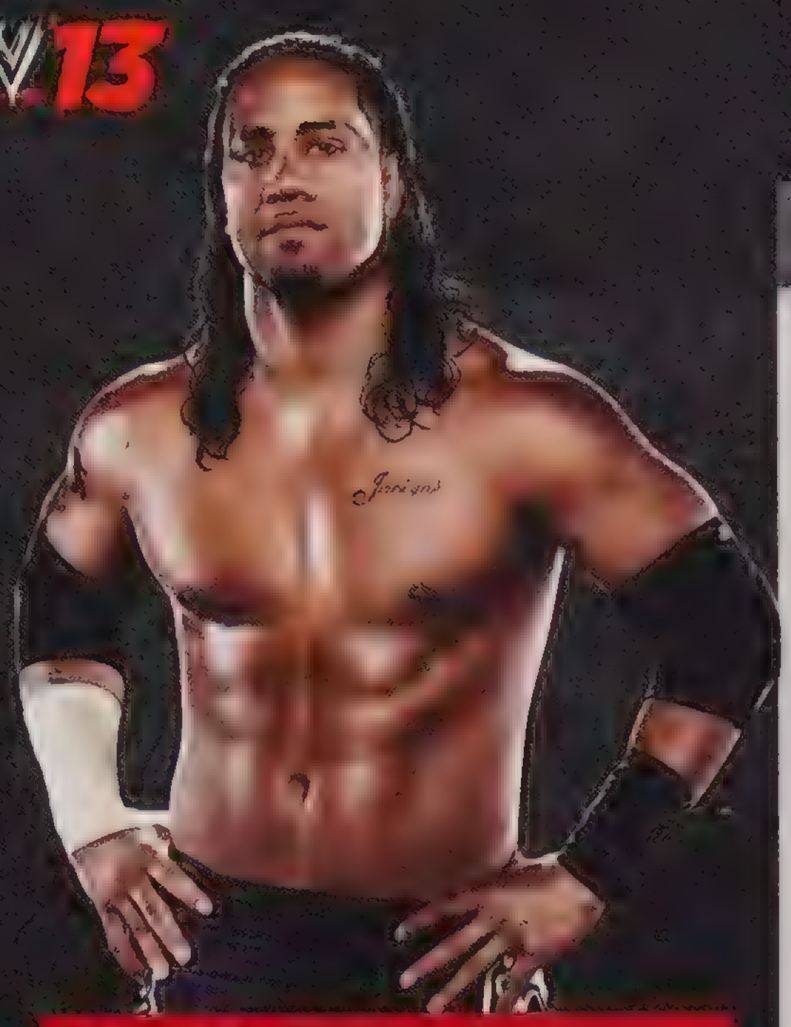
ABILITIES

Outside Dives
Springboard Dives
Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.4s
Right	1.8s
Down	4.4s
Left	1.8s

JEY USO



STATS

HEIGHT: 6'2"
WEIGHT: 228 pounds
FROM: San Francisco, CA

ATTRIBUTES

STRIKE POWER: 70	ADRENALINE: 75
GRAPPLE POWER: 70	RECOVERY: 75
SUBMISSION: 70	TOUGHNESS: 70
STRIKE DEFENSE: 75	DURABILITY: 70
GRAPPLE DEFENSE: 75	CHARISMA: 75
SPEED: 80	TAG TEAM: 100
JUMP: 85	OVERALL: 81
AGILITY: 90	

ABILITIES

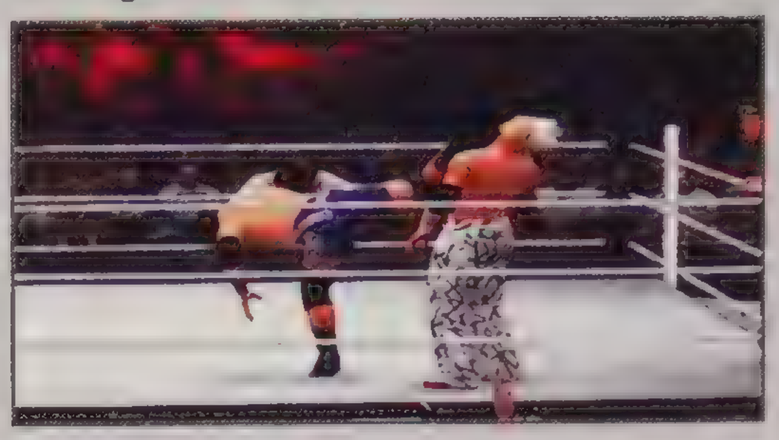
Outside Dives
Springboard Dives
Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.0s
Right	2.5s
Down	2.8s
Left	3.0s

SIGNATURE MOVES

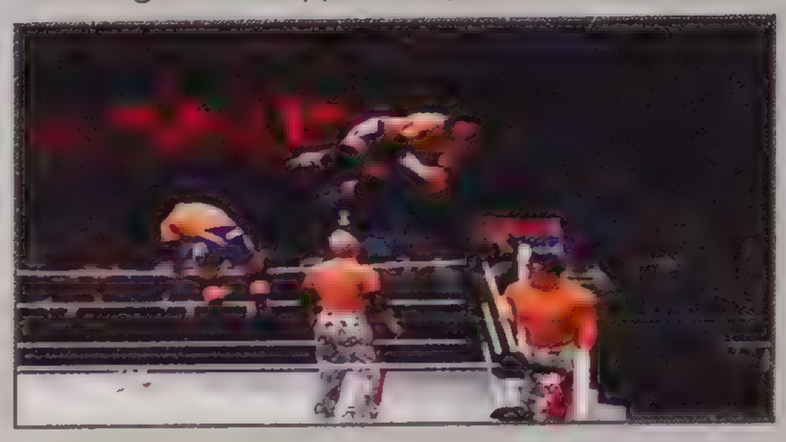
SUPER KICK 1
Standing front or catch



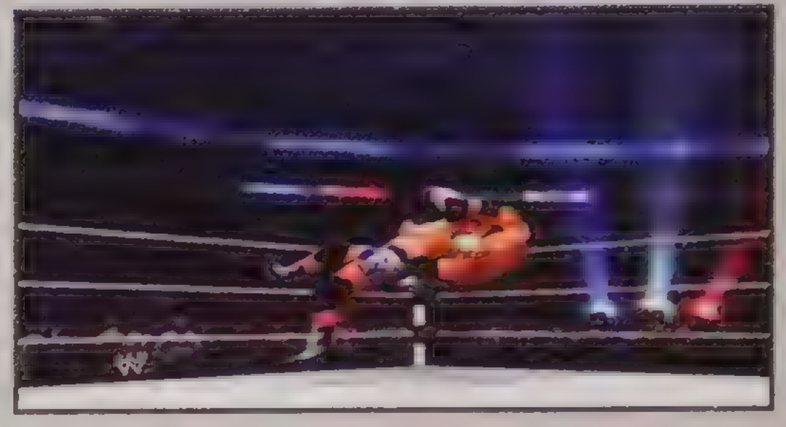
SAMOAN HIP ATTACK
Corner opponent seated

FINISHERS

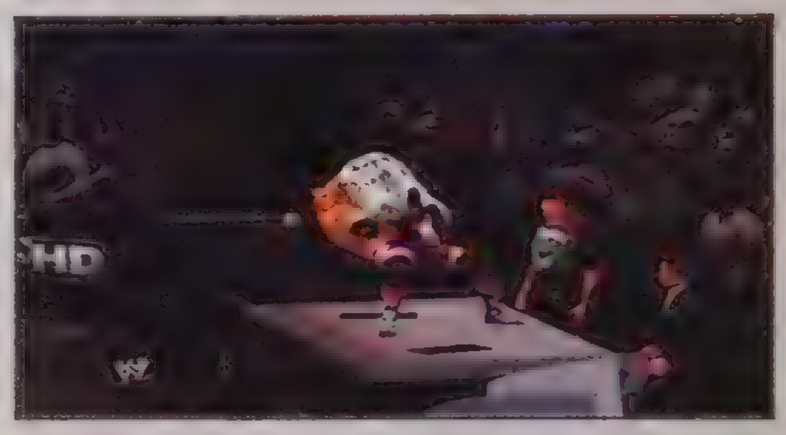
DIVING BODY PRESS 1
Dive vs. grounded opponent (pin combo)



SAMOAN DROP 3
Standing front or Irish whip rebound



SNAP SUPLEX (ALTERNATE)
Standing front



WWE BIO

Few Superstars have arrived in WWE with more of a pedigree than Jey Uso. Along with his brother Jimmy, Jey is a member of he legendary Samoan Anoa'i family, which includes such luminaries as his father Rikishi, his great uncles The Wild Samoans and even The People's Champion, The Rock. The Usos begin each match by approaching to the ring performing the Siva Tau, a traditional Samoan war dance meant to strike fear in their opponents. While embracing that aspect of their heritage, Jimmy and Jey have been determined to show the WWE Universe that they are fully integrated into American culture from the onset. A more modern representation of their family, the pair instantly dismissed stereotypes of savagery commonly associated with Samoan grapplers. Jey and his brother debuted alongside Tamina, daughter of WWE Hall of Famer "Superfly" Jimmy Snuka in May 2010, attacking The Hart Dynasty—another family with strong sports-entertainment lineage—and staked their claim on behalf of their lineage. The Usos are the next generation of Samoans, not performing barefoot in beads like his island-born WWE Hall of Famer great uncles, but rather in more traditional in-ring trunks and boots. Jey's style represents the seamless blend of Samoan tradition and American innovation. Ironically, his competitive nature and pursuit of success is emblematic of his ancestors' most renowned qualities.

BREAKDOWN

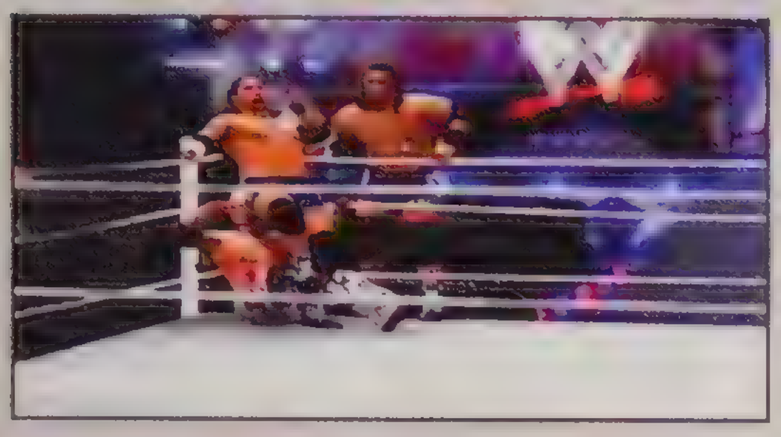
The tag team of Jimmy and Jey Uso are kicking off their WWE careers with quite the pedigree at their back. They are a high-flying duo with 100 ratings in Tag Team which will give them a boost when double-teaming on grapples and strikes with their brother. They rate in the 70s in most areas but pop up into the 80-90 range when it comes to their aerial assault. Use their Springboard Dives and Outside Dives to keep opponents on their toes. Pick them up and whip them into the team corner and go to work on them as a team.

JIMMY USO

SIGNATURE MOVES

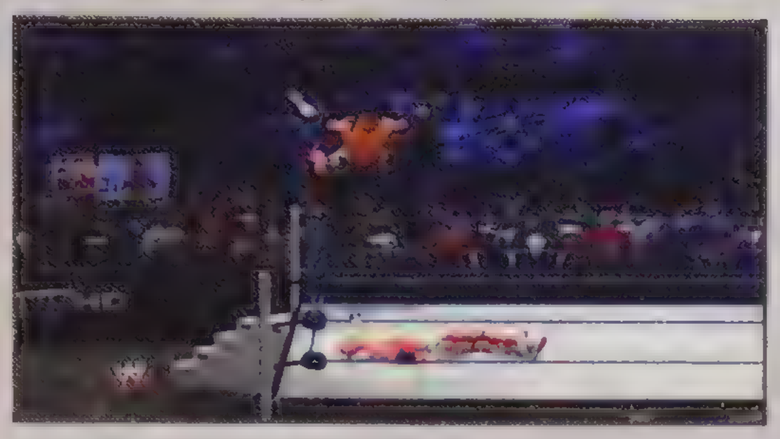
SUPER KICK 1
Standing front or catch

SAMOAN HIP ATTACK
Corner opponent seated

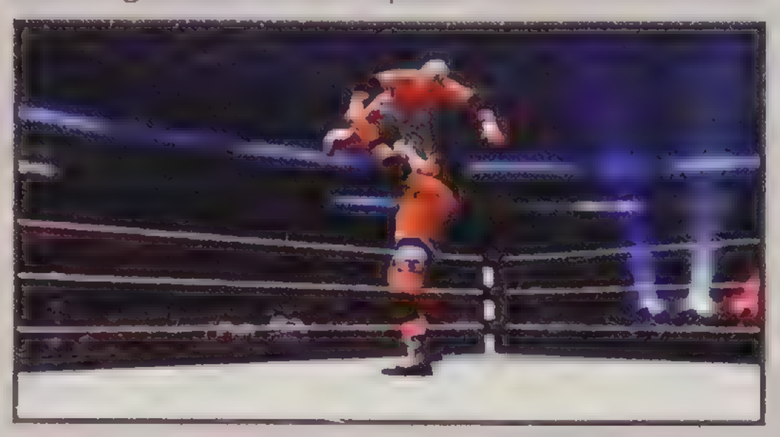


FINISHERS

DIVING BODY PRESS 1
Dive vs. grounded opponent (pin combo)



SAMOAN DROP 3
Standing front or Irish whip rebound

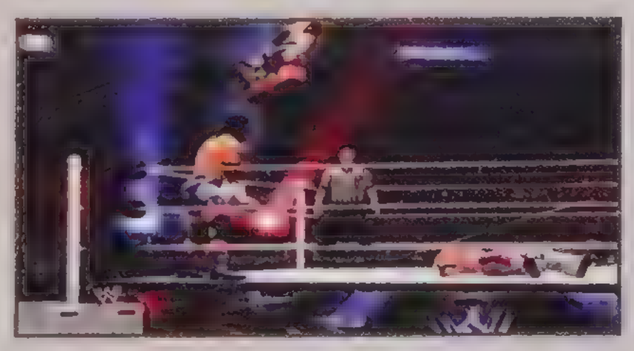


SNAP SUPLEX (ALTERNATE)
Standing front

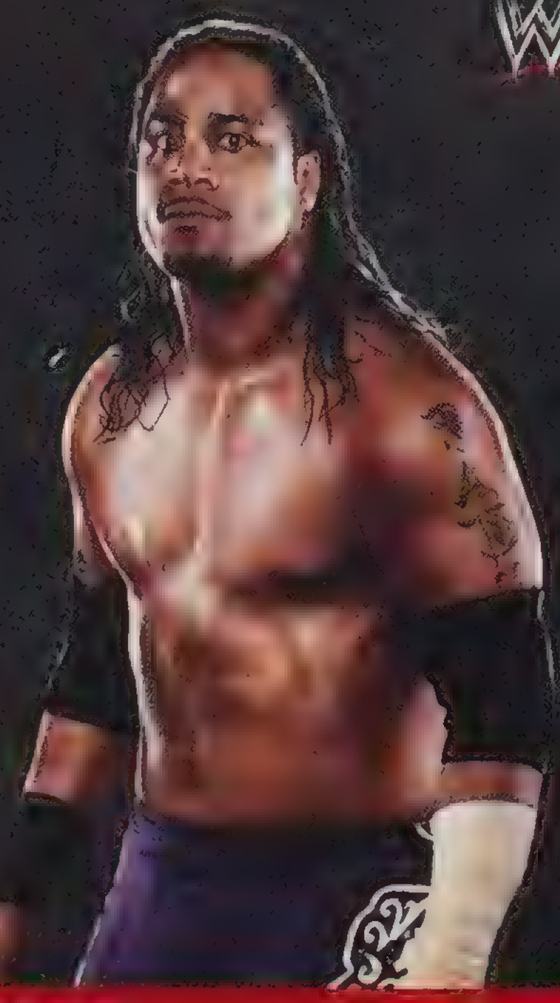
WWE BIO

A descendant of the legendary Samoan Anoa'i family, Jimmy Uso's bloodline includes such in-ring legends as his father Rikishi, his great uncles The Wild Samoans and even "The Most Electrifying Man in All of Entertainment," The Rock. Along with his twin brother Jey, Jimmy was determined from the start to shake loose any preconceptions his opponents might have about the Samoan lifestyle. Anyone thinking Jimmy and Jey Uso would ever compete barefoot while wearing tribal beads like their island-born WWE Hall of Famer great uncles would be sorely mistaken. The Usos are fully integrated in American culture. Jimmy debuted alongside his brother and Tamina, daughter of WWE Hall of Famer "Superfly" Jimmy Snuka in the May 2010, attacking The Hart Dynasty—part of the "first family of sports-entertainment." As huge a statement as their explosive onslaught would be, it would serve as a just prelude for the tidal wave of excitement yet to come. With the glorious Samoan tradition coursing through his veins, Jimmy Uso strives to represent one of the squared circle's most famous islands like never before. And, appropriate of his most famous family members, his barbaric spirit and pursuit of success scream both "wild" and "electrifying."

BREAKDOWN



The tag team of Jimmy and Jey Uso are kicking off their WWE careers with quite the pedigree at their back. They are a high-flying duo with 100 ratings in Tag Team which will give them a boost when double-teaming on grapples and strikes with their brother. They rate in the 70s in most areas but pop up into the 80-90 range when it comes to their aerial assault. Use their Springboard Dives and Outside Dives to keep opponents on their toes. Pick them up and whip them into the team corner and go to work on them as a team.



STATS

HEIGHT:	6'3"
WEIGHT:	251 pounds
FROM:	San Francisco, CA

ATTRIBUTES

STRIKE POWER:	70	ADRENALINE:	75
GRAPPLE POWER:	70	RECOVERY:	75
SUBMISSION:	70	TOUGHNESS:	70
STRIKE DEFENSE:	75	DURABILITY:	70
GRAPPLE DEFENSE:	75	CHARISMA:	75
SPEED:	80	TAG TEAM:	100
JUMP:	85	OVERALL:	81
AGILITY:	90		

ABILITIES

Outside Dives
Springboard Dives
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.0s
Right	2.5s
Down	4.8s
Left	3.0s

MIKE TYSON

STATS

HEIGHT: 5'10"
WEIGHT: 233 pounds
FROM: Brooklyn, NY

ATTRIBUTES

STRIKE POWER: 90	**ADRENALINE:** 85
GRAPPLE POWER: 65	**RECOVERY:** 85
SUBMISSION: 55	**TOUGHNESS:** 90
STRIKE DEFENSE: 90	**DURABILITY:** 90
GRAPPLE DEFENSE: 65	**CHARISMA:** 100
SPEED: 85	**TAG TEAM:** 90
JUMP: 60	**OVERALL:** 89
AGILITY: 70	

ABILITIES

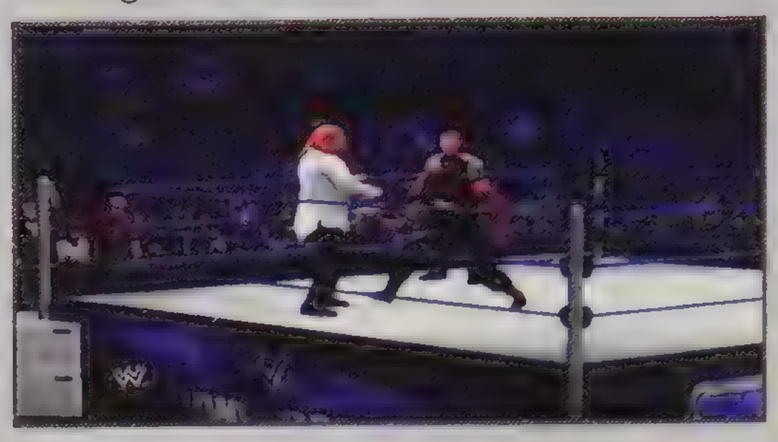
Hammer Throw	Ring Escape

TAUNT TIMES

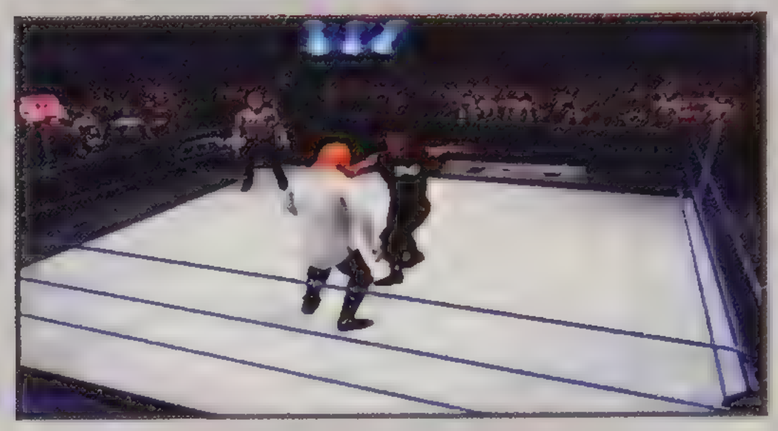
D-PAD DIRECTION	TIME
Up	3.2s
Right	3.2s
Down	1.7s
Left	2.7s

SIGNATURE MOVES

SWAY - LEFT STRAIGHT PUNCH
Standing front

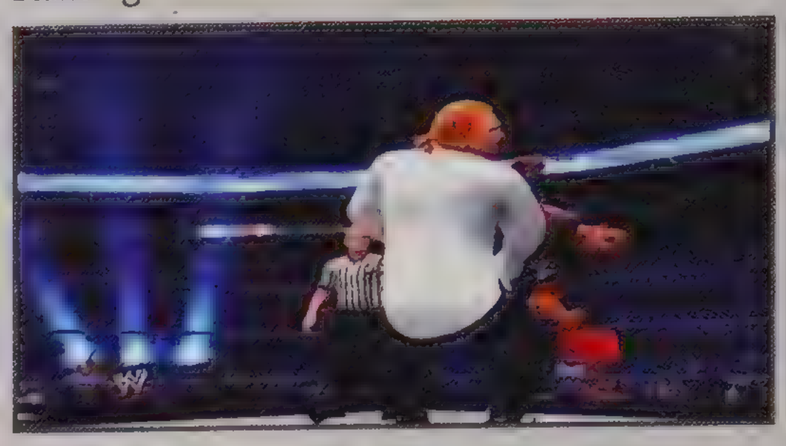


LEFT-HANDED KNOCKOUT HOOK
Standing front

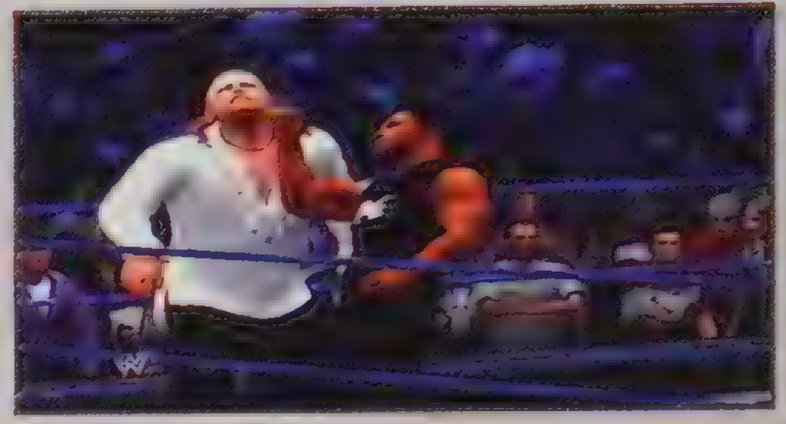


FINISHERS

RIGHT STRAIGHT PUNCH
Standing front



RIGHT BODY & UPPER PUNCH
Standing front

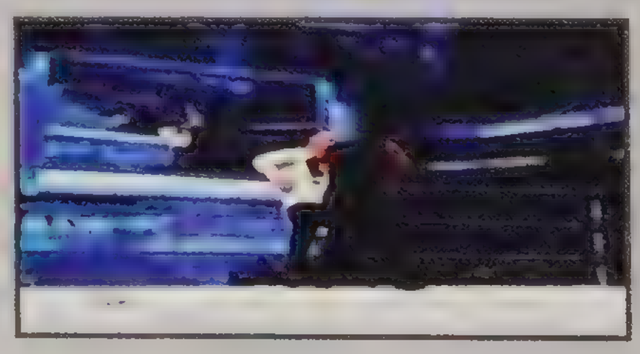


PEDIGREE 2 (ALTERNATE)
Standing front

WWE BIO

Mike Tyson's name is synonymous with ferocity inside the ring. From Larry Holmes to Stone Cold Steve Austin, from Michael Spinks to Shawn Michaels, "The Baddest Man on the Planet" has faced down the best in both boxing and sports-entertainment. And thanks to his role as an enforcer during the WWE Championship Match at *WrestleMania XIV*, Mike Tyson is not only a pop-culture icon, but an important part of WWE history. One of boxing's greatest and most intimidating champions, "Iron Mike" exploded on the scene in the mid-1980s, dispatching of opponents in record time—and in terrifying fashion. In his first professional fight in 1985, the 18-year-old laid the groundwork for what would become a path of destruction as he flattened his opponent in the first round. Known for his lightning-fast hands and uncanny defensive abilities, the knockout artist would go on to win his first 22 fights—all but one via KO. At only 20 years old, Tyson became the youngest heavyweight champion in the sport's history when he defeated Trevor Berbick in '86. From there, "Iron Mike's" standing as a powerful and destructive puncher was so widespread that opponents were actually scared to face him. This intimidating presence helped Tyson become one of the world's richest and most famous athletes. After living up to his moniker as "The Baddest Man on the Planet" in the boxing ring, Tyson helped *WrestleMania XIV* live up to its billing as "The Greatest Extravaganza of All Time." Serving as the special enforcer in the massive showdown between WWE Champion Shawn Michaels and Stone Cold Steve Austin, Tyson caused a media circus to surround The Show of Shows in 1998. First welcomed into WWE by Mr. McMahon, "Iron Mike's" introduction was interrupted by The Texas Rattlesnake, resulting in a wild brawl between the two tough guys. Weeks later, Tyson aligned himself with HBK and D-Generation X. WWE fans who thought this association would sway the brawler's involvement at *WrestleMania XIV* were shocked when Tyson ended up being the one who counted the pin to give Austin his first WWE Championship. After the bout, the heavy hitter knocked an angry Michaels out cold in front of a rabid Boston crowd. Following his scene-stealing turn in the blockbuster comedy, "The Hangover," Tyson returned to WWE in 2010 as the guest host of *Raw* where the former fighter clearly reveled being back in the ring. In his first-ever match, Tyson teamed with Chris Jericho to battle Triple H & HBK. Before the match was over, Tyson revealed his true allegiance to DX before silencing his mouthy opponent with a trademark right hand. A lifelong WWE enthusiast, Mike Tyson's contributions to WWE are legendary, and he's earned his place next to the greatest performers of all time.

BREAKDOWN

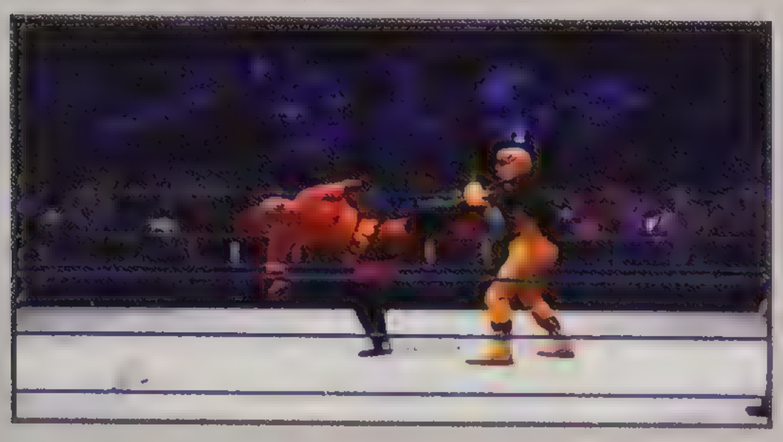


The Champ is a pure striker. There are grapples in his move-set, but there's a huge gap in the ratings between his tops-for-a-heavyweight 90 Striking Power and his low 65 Grapple Power. Don't even try to venture into the submission game—he's the lowest-rated Superstar in the game with a 55. Stephanie McMahon even beats him with a 60. But, hey it's Tyson. He brings some great punch combinations to your move-set and he's got 90s in five attributes and a 100 in Charisma. Taunt to open up the theatrical Signature Moves and Finishers very quickly. Then unload and make Cus proud.

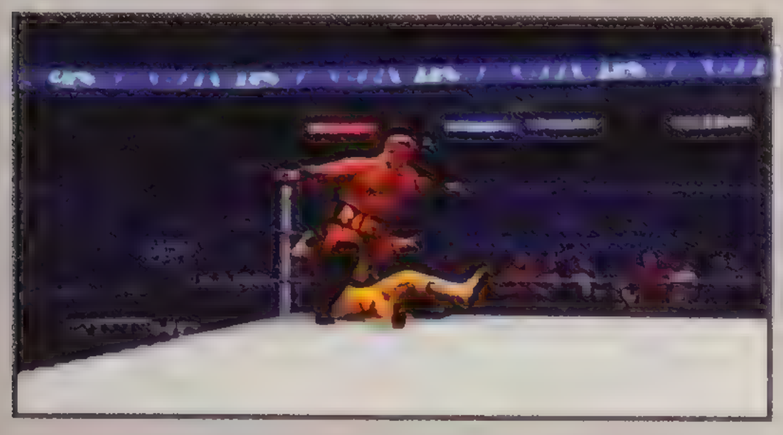
RIKISHI

SIGNATURE MOVES

SUPER KICK 3
Running or Irish whip rebound

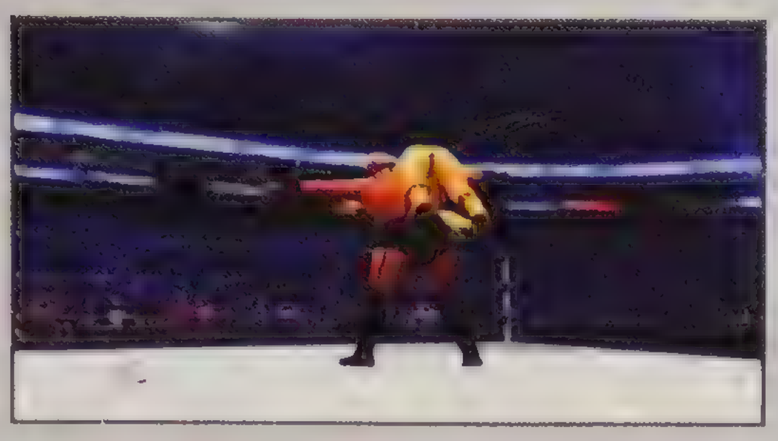


STINK FACE 2
Corner opponent seated



FINISHERS

RIKISHI DRIVER
Standing front



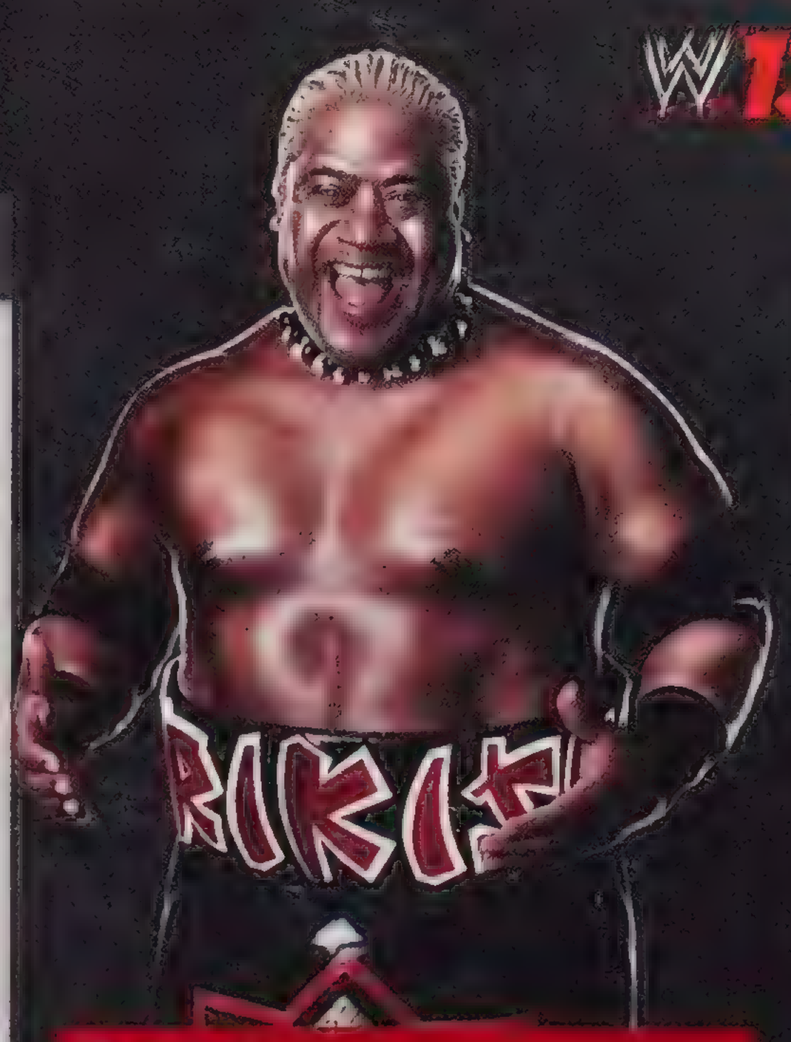
RUMP SHAKER
Corner opponent front

WWE BIO

WWE has been home to many giants, but few big men have been as agile as the 400 plus-pound Samoan wonder known as Rikishi. A member of the famed Anoa'i wrestling family, Rikishi made his WWE debut in the early 90s under the name Fatu. The Superstar immediately teamed up with his cousin, Samu, to form the Headshrinkers, a savage duo cut from the same cloth as their uncles, The Wild Samoans. The mad pair captured the World Tag Team Championship on April 26, 1994, defeating The Quebecers on Monday Night *Raw*. After losing the gold to Shawn Michaels & Diesel, The Headshrinkers split. Rikishi would then try his luck with a new partner, Sionne, but the pair had limited success. The Samoan then briefly competed in singles action, before leaving WWE in 1997. In 1999, Rikishi returned with a new name and a new look, consisting of bleached blonde hair, hip sunglasses and sumo wrestling gear. The big man formed a wildly popular alliance with the duo known as Too Cool, Grand Master Sexay and Scotty 2 Hotty. This trio was loved for their hip hop dance moves and for Rikishi's infamous signature maneuver—the Stink Face. When his opponent was incapacitated in the corner of the ring, Rikishi would stand over the Superstar and plant his ample buttocks on their face. This humiliating move was applied to many WWE greats, including Mr. McMahon and The Rock. As a fan favorite, Rikishi had a memorable reign as Intercontinental Champion and waged great rivalries with Edge & Christian and Val Venis. In spite of this memorable run as a fun-loving big man, Rikishi may be best remembered as the driver of the car that hit Stone Cold Steve Austin at the 1999 *Survivor Series*. Claiming he had performed this heinous act to allow his cousin, The Rock, to capture the WWE Championship, Rikishi began to battle Austin, culminating in a brutal No Holds Barred Match at No Mercy in 2000. Later, it was revealed that Triple H was the mastermind behind the hit and run, giving the WWE Universe more reason to detest the once-popular Samoan. Eventually, the bulky Superstar saw the error of his ways and went back to being a man the fans could cheer for. Realigning himself with Scotty 2 Hotty, Rikishi would go on to capture the WWE Tag Team Championship in 2004. After holding the gold for a few months, Rikishi exited WWE, leaving behind a memorable legacy of hilarious dance moves, unexpected acts and many, many stinky faces.

BREAKDOWN

Rikishi shares two things with Kelly Kelly—they both have blond hair and they both tear opponents up in the corners of the ring with the Stink Face. Rikishi is a big, powerful Superstar, so the effect of his giant backside might leave more of a mark on the head HP of your opponent. To get a victory, use big strikes and grapples to power through opponents. He is surprisingly speedy for a big guy, so mix up a running grapple here and there to keep your opponent on their toes. When you download him, you are rewarded with five moves in your move-set—his Signature Moves, Finishers, and an attack to a corner opponent: the Running Hip Attack. To use it, whip your opponent into the corner, run and press strike to execute a Running Hip Attack for yet another big move with his big behind.



STATS

HEIGHT: 6'1"
WEIGHT: 425 pounds
FROM: Isle of Samoa
CAREER HIGHLIGHTS: Intercontinental Champion; WWE Tag Team Champion; World Tag Team Champion

ATTRIBUTES

STRIKE POWER	90	ADRENALINE	65
GRAPPLE POWER	90	RECOVERY	75
SUBMISSION	85	TOUGHNESS	100
STRIKE DEFENSE	75	DURABILITY	90
GRAPPLE DEFENSE	80	CHARISMA	80
SPEED	65	TAG TEAM	85
JUMP	40	OVERALL	87
AGILITY	40		

ABILITIES

Hammer Throw
Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	4.0s
Right	3.0s
Down	4.0s
Left	3.0s

RYBACK

STATS

HEIGHT: 6'3"
WEIGHT: 291 pounds
FROM: Sin City

ATTRIBUTES

STRIKE POWER: 90	**ADRENALINE:** 75
GRAPPLE POWER: 90	**RECOVERY:** 75
SUBMISSION: 75	**TOUGHNESS:** 90
STRIKE DEFENSE: 80	**DURABILITY:** 85
GRAPPLE DEFENSE: 75	**CHARISMA:** 65
SPEED: 85	**TAG TEAM:** 75
JUMP: 65	**OVERALL:** 87
AGILITY: 65	

ABILITIES

Hammer Throw	Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.6s
Right	4.7s
Down	3.6s
Left	4.7s

SIGNATURE MOVES

CLOTHESLINE 5
Running or Irish whip rebound

BACKPACK STUNNER
Standing front

FINISHERS

DELAYED FISHERMAN SUPLEX
Standing front

WWE BIO

If the measure of a man is what he does with power, then measuring the capabilities of a Superstar as commanding as Ryback may prove difficult. Crushing his opponents with palpable intensity, the 6-foot-3, 291-pound monster has the strength and focus of an android that was designed to annihilate. Ryback approaches every challenge with brute force and a no-nonsense demeanor that exudes supreme confidence in his own abilities. He doesn't just possess the skills to destroy a rival at any time—he carries himself as if that result is never in doubt. One only needs to observe how Ryback's fellow Superstars study him to understand his ruthless reputation. They stare in awe as if they're watching disaster footage, looking on in shock as Ryback's ferocity both impresses them and leaves them fearful of being his next target. How can anyone measure such an intimidating beast in comparison to the rest of his WWE competition? Few words may deem suitable as he starts to make his mark in the ring. As challengers like Jack Swagger and Jinder Mahal continue to fall, Ryback has made it clear that he will not stop until he has left a long line of battered opponents in his wake.

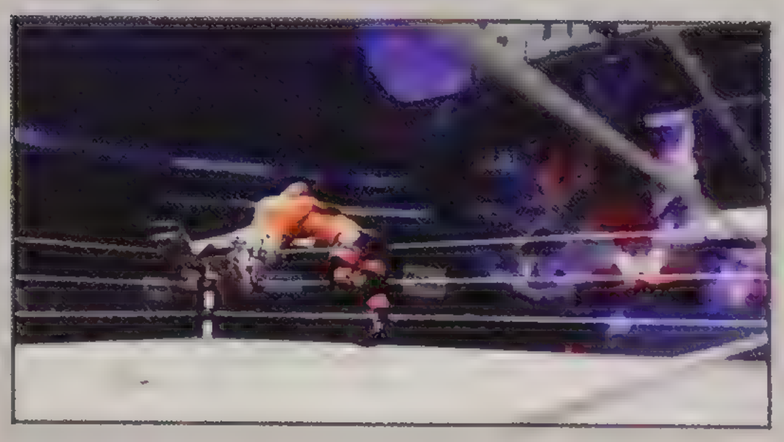
BREAKDOWN

Ryback is a physical specimen. He's got great power (90 Strike Power, 90 Grapple Power) and he's fast (85 Speed). Run to your opponent and press grapple to execute a Belly to Belly 1. With his fantastic strength, Ryback adds some great power grapples to your repertoire. The Military Press Oklahoma Slam is an awesome groggy grapple from the front. He's rates in near the bottom in Charisma (65) so build momentum by torturing your opponents on the mat—you don't have to force the Taunts.

SCOTTY 2 HOTTY

SIGNATURE MOVES

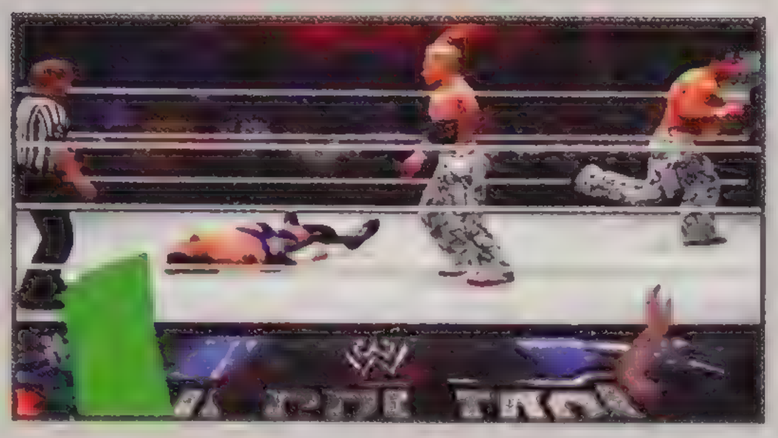
FACECRUSHER 5
Corner opponent front



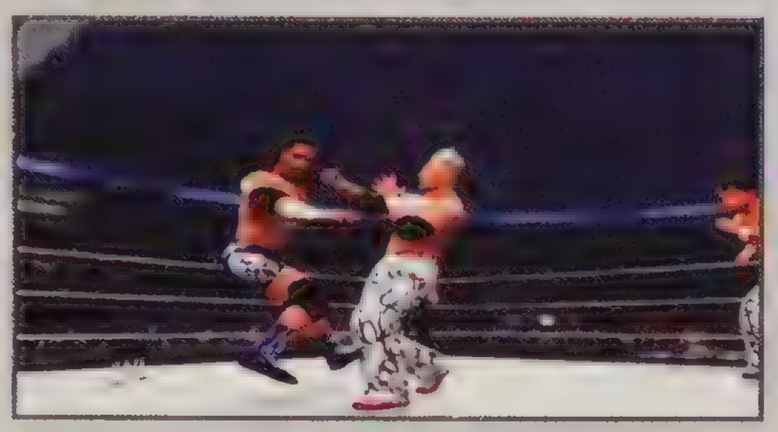
BACK SUPLEX AND KIP-UP
Standing front

FINISHERS

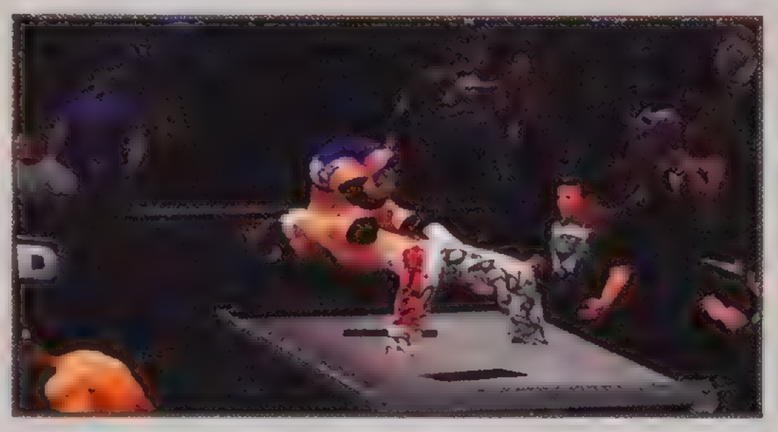
THE WORM
Grounded opponent near side



DANCE APPEALING PUNCH 1
Standing front



SNAP SUPLEX (ALTERNATE)
Standing front



WWE BIO

There have been many maneuvers that have brought WWE fans to their feet in awe and excitement over the years, moves like Jimmy "Superfly" Snuka's top-rope splash, Undertaker's Tombstone and the Stone Cold Stunner of Stone Cold Steve Austin. Which is why Scotty 2 Hotty and his heralded signature move, the Worm, is so fascinating. Fans immediately took a liking to Scotty 2 Hotty. How could you not? His blond hair spiked straight up in the air, clear through his trademark visor. His ring attire could be generously described as eclectic. And his personality and mannerisms were decidedly over-the-top. But the Worm took on a life of its own, and made Scotty 2 Hotty one of WWE's most popular Superstars. Scotty would hop about the ring as the crowd roared "W" "O" "R" "M". Taking a page from the breakdancing days of his youth, he would then snake across the ring before delivering an open-hand chop to his foe. It was part electric, part ridiculous. But it was completely Scotty 2 Hotty, and the fans loved it, and loved him. Scotty teamed with Grand Master Sexay to form "Too Cool." The pair won the World Tag Team Championship and was top competitors on the tag scene for several years. In singles competition, he also defeated Dean Malenko for the Light Heavyweight Championship in 2000.

BREAKDOWN

The tag team Too Cool (Grand Master Sexay and Scotty 2 Hotty) unseated Edge & Christian as Tag Team Champion—they were that good. Scotty 2 Hotty is a high-flyer and has the abilities to match. When you build enough momentum, whip your opponent into a corner and hit them with a standing Facecrusher 5 Signature Move, then follow it with The Worm Finisher to see the most elaborate and anticipated karate chop in the history of all karate chops. Beware of The Worm! As a bonus for downloading Scotty 2 Hotty you are rewarded with the Jumping Clothesline 2 running strike—use it on the run or as an Irish whip rebound.

STATS

HEIGHT: 5'9"
WEIGHT: 207 pounds
FROM: Westbrook, ME
CAREER HIGHLIGHTS: World Tag Team Champion

ATTRIBUTES

STRIKE POWER: 70	**ADRENALINE:** 85
GRAPPLE POWER: 75	**RECOVERY:** 80
SUBMISSION: 65	**TOUGHNESS:** 60
STRIKE DEFENSE: 80	**DURABILITY:** 75
GRAPPLE DEFENSE: 75	**CHARISMA:** 80
SPEED: 80	**TAG TEAM:** 100
JUMP: 85	**OVERALL:** 83
AGILITY: 90	

ABILITIES

Outside Dives
Springboard Dives
Leverage Pin

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	1.4s
Right	6.0s
Down	2.1s
Left	6.0s

TENSAI

STATS

HEIGHT: 6'7"
WEIGHT: 360 pounds
FROM: Japan

ATTRIBUTES

STRIKE POWER: 85	**ADRENALINE:** 70
GRAPPLE POWER: 90	**RECOVERY:** 80
SUBMISSION: 80	**TOUGHNESS:** 90
STRIKE DEFENSE: 80	**DURABILITY:** 85
GRAPPLE DEFENSE: 80	**CHARISMA:** 80
SPEED: 65	**TAG TEAM:** 70
JUMP: 60	**OVERALL:** 87
AGILITY: 60	

ABILITIES

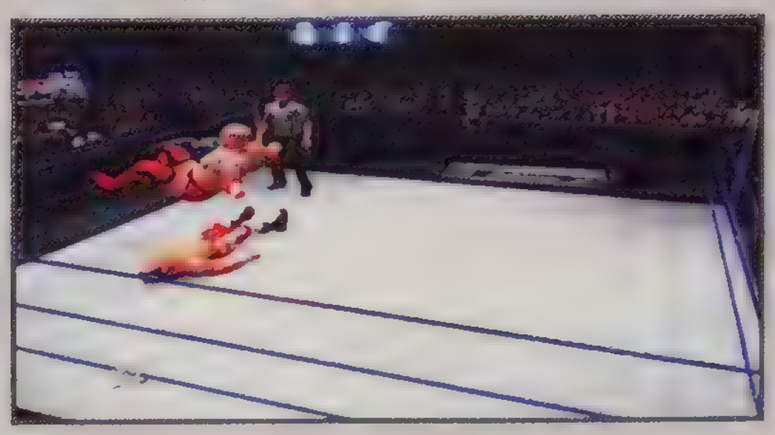
Hammer Throw

TAUNT TIMES

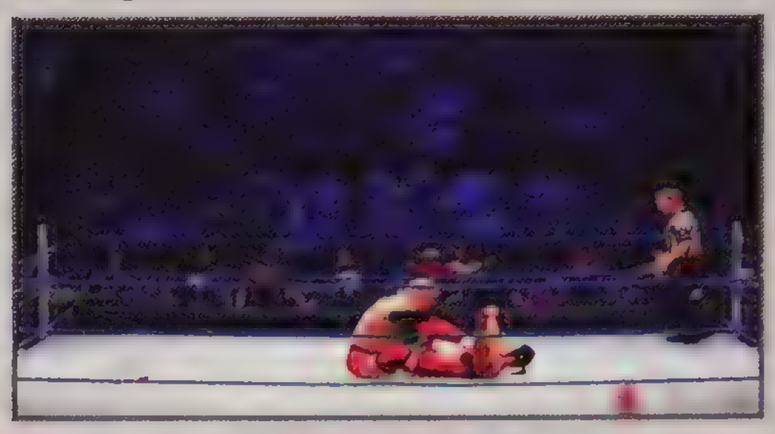
D-PAD DIRECTION	TIME
Up	3.5s
Right	5.8s
Down	3.3s
Left	5.8s

SIGNATURE MOVES

RUNNING SENTON 2
Grounded opponent near side



SIT-OUT CHOKEBOMB
Standing front



FINISHERS

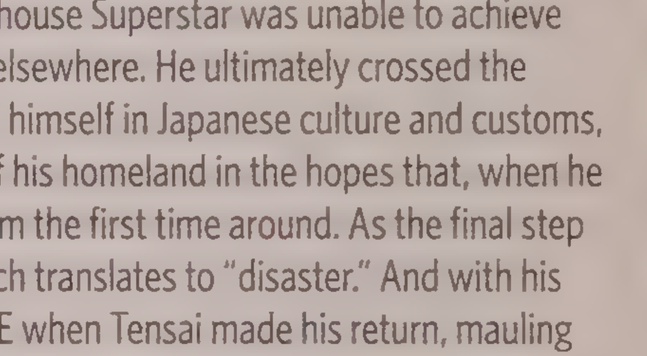
POISON MIST CLAW
Standing front (pin combo)

SIT-OUT CHOKEBOMB (ALTERNATE)
Standing front

WWE BIO

Who is Tensai? The answer may surprise you. The mysterious Superstar who thundered into WWE on April 2, 2012 boasts a rich, storied past that spans across both years and continents. Tensai's path to that fateful night began when he competed in WWE under the names Albert and A-Train for a number of years. During this initial run, Tensai, who's built like a bulldozer but possesses surprising agility and speed, battled some of the most iconic Superstars in WWE in the hopes of capturing sports-entertainment's supreme mantle: the WWE Championship. Despite his prowess, though, the powerhouse Superstar was unable to achieve his mission, and decided his path to the World Championship lay elsewhere. He ultimately crossed the Pacific Ocean on a personal journey to Japan. There, he immersed himself in Japanese culture and customs, adopting a new training style and ultimately forsaking the ways of his homeland in the hopes that, when he did finally return, he would claim the greatness that had eluded him the first time around. As the final step to his transformation, the ex-patriot took the name of Tensai, which translates to "disaster." And with his servant, Sakamoto in tow, disaster did indeed descend upon WWE when Tensai made his return, mauling Alex Riley into submission in his first contest on the night after *WrestleMania XXVIII*. Over the following months, Tensai quickly went from intimidating behemoth to overhyped disappointment. Despite impressive outings against John Cena and CM Punk, several frustrating losses to underdog Tyson Kidd led to Tensai assaulting his own associate Sakamoto on the July 30, 2012 edition of *Raw*. Is this beginning of a new, more focused Tensai? One can only assume that disaster will follow for his opponents until this star from multiple continents fulfills his destiny.

BREAKDOWN

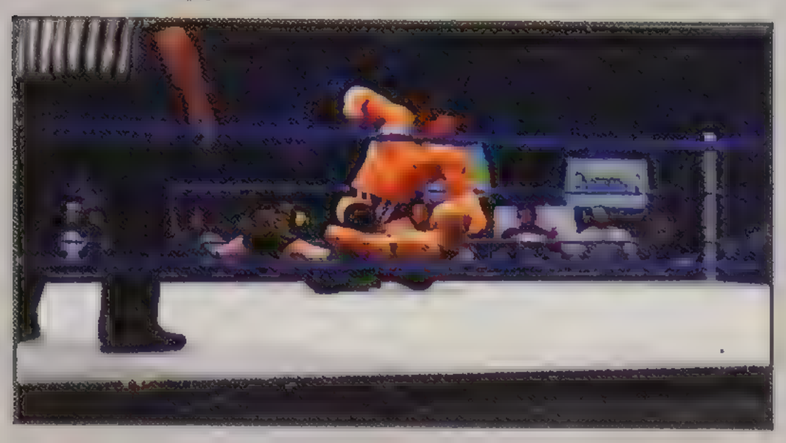


He's brand new to the WWE, but his Poison Mist Claw will leave a lasting effect on your opponent—it starts with a throat thrust and attacks the head with a slam and pin combo. Taking the fight ringside and slamming the opponent through the announcer table with the Sit-Out Chokebomb was awesome, and it's near the top of our list of personal favorites!. Tensai is a strong and tough Superstar, though he's light on abilities and isn't going to have too much success off the top rope. Keep the fight simple and use his 90 Grapple Power to chip away at your opponents.

VAL VENIS

SIGNATURE MOVES

MOUNT PUNCH 3
Grounded opponent near side

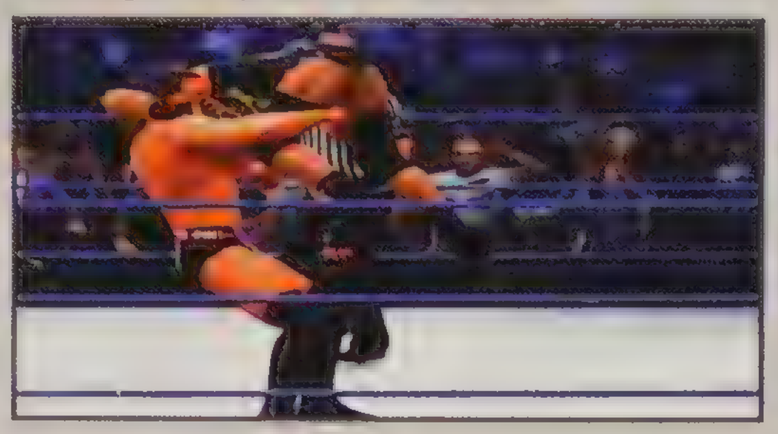


HALF NELSON SUPLEX 2
Standing behind

FINISHERS

MONEY SHOT
Dive vs. grounded opponent (pin combo)

FISHERMAN SUPLEX 4
Standing front (pin combo)

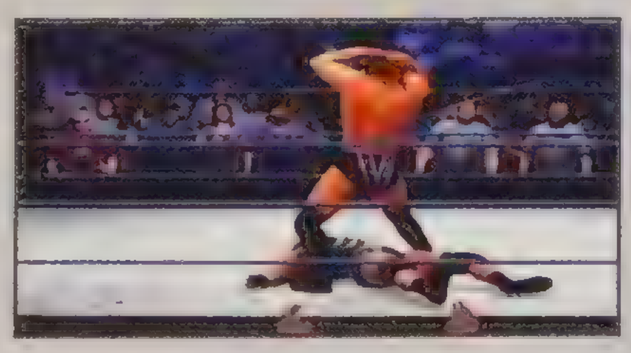


FISHERMAN SUPLEX 3 (ALTERNATE)
Standing front

WWE BIO

"Hellllooooooo, ladies!" Val Venis made it very clear who he came to WWE to impress in the late 1990s. Hailing from Las Vegas, The Big Valbowski set out to bring his own unique brand of sin to the squared circle, tearing off his towel and gyrating as women screamed with joy, before breaking out an off-color joke to get the men on his side, as well. Venis was skilled in the ring, to boot, wowing crowds worldwide with a devastating top rope splash that spelled the end for his opposition. Though he was gifted in between the ropes, it may have been Venis' romantic exploits that made the biggest mark in WWE. The Big Valbowski was an expert at playing the game of love to his advantage, getting inside the heads of his opponents by wining and dining the women in their lives. From the wife of Kai En Tai's manager to Ken Shamrock's sister, many have fallen for Venis' charms. The swaggering Superstar went through several changes of heart during his WWE tenure, briefly joining the puritanical Right to Censor and later becoming *Raw* General Manager Eric Bischoff's Chief of Staff. However, he always reverted to his outrageous ways when all was said and done. All of those moves worked for The Big Valbowski as he racked up World Tag Team and European Championship reigns, along with two stints as Intercontinental Champion. He remained with WWE through most of the 2000s, teaming with numerous Superstars before heading back to Sin City for good.

BREAKDOWN



The well-rounded Val Venis rates 75-80 in every category but one—he rates a 85 in Charisma. He's pretty average, but he brings with him a couple of new moves to your move-set. The very cool Mount Punch 3 and the Money Shot are perfect examples why Val Venis is rated so high in Charisma. Taunt your opponent at every opportunity to rack up Signature Moves and Finishers to maximise their damage taken. Stay away from the power grapplers and strikers, and stay close and keep the controlled advantage on the high-flyers.

STATS

HEIGHT: 6'2"
WEIGHT: 244 pounds
FROM: Las Vegas, NV
CAREER HIGHLIGHTS: Intercontinental Champion; World Tag Team Champion; European Champion

ATTRIBUTES

STRIKE POWER: 80	**ADRENALINE:** 80
GRAPPLE POWER: 80	**RECOVERY:** 80
SUBMISSION: 75	**TOUGHNESS:** 75
STRIKE DEFENSE: 80	**DURABILITY:** 75
GRAPPLE DEFENSE: 80	**CHARISMA:** 85
SPEED: 75	**TAG TEAM:** 75
JUMP: 75	**OVERALL:** 85
AGILITY: 75	

ABILITIES

Dirty Pin
Leverage Pin
Hammer Throw

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.1s
Right	3.2s
Down	3.1s
Left	3.2s

YOSHI TATSU

STATS

HEIGHT: 6'1"

WEIGHT: 211 pounds

FROM: Tokyo, Japan

ATTRIBUTES

STRIKE POWER: 70	ADRENALINE: 85
GRAPPLE POWER: 70	RECOVERY: 75
SUBMISSION: 70	TOUGHNESS: 70
STRIKE DEFENSE: 75	DURABILITY: 70
GRAPPLE DEFENSE: 75	CHARISMA: 80
SPEED: 80	TAG TEAM: 75
JUMP: 85	OVERALL: 81
AGILITY: 85	

ABILITIES

Outside Dives

Springboard Dives

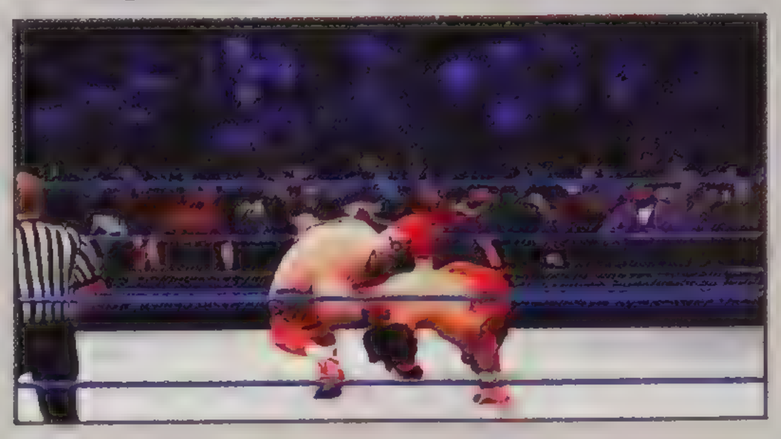
Leverage Pin

TAUNT TIMES

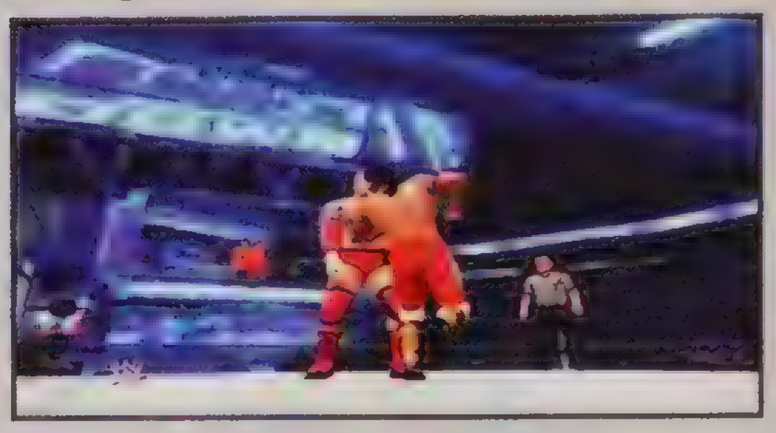
D-PAD DIRECTION	TIME
Up	3.2s
Right	2.7s
Down	3.3s
Left	2.7s

SIGNATURE MOVES

PARALLEL SNAPMARE 2
Standing front



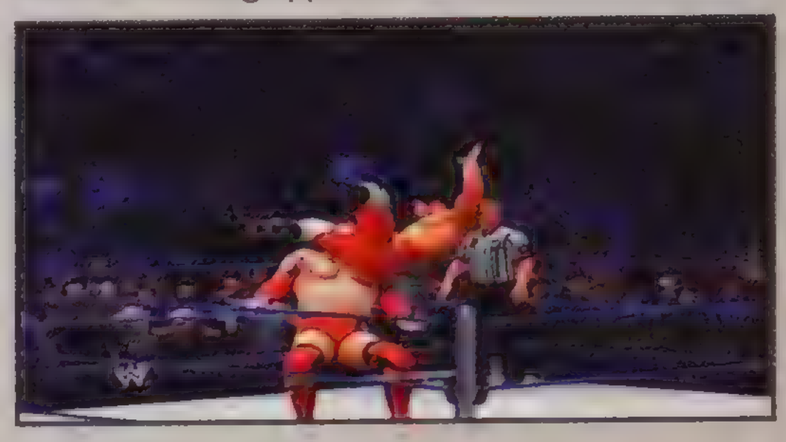
ROLLING ELBOW 3
Standing front



FINISHERS

ROUNDHOUSE KICK 3
Standing front

DIVING HEEL KICK
Dive vs. standing opponent

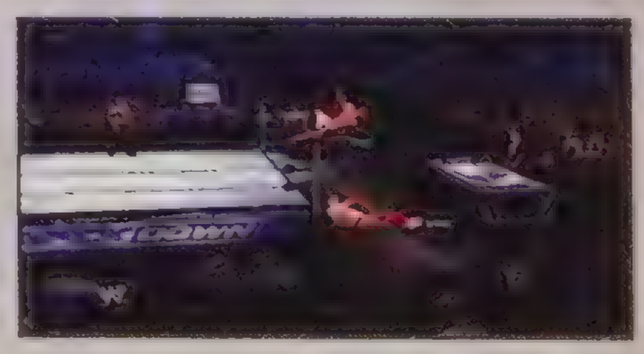


SNAP SUPLEX (ALTERNATE)
Standing front

WWE BIO

Carrying on the tradition of great ring competitors bred in the Land of the Rising Sun, Yoshi Tatsu brings a unique style cultivated in the Far East to the landscape of WWE. The skilled, energetic Superstar first exploded onto the WWE scene in June 2009 as part of the ECW brand, where he scored a high profile victory in his debut bout. Yoshi's quick, precise kicks and lithe movement along with his distinct appearance—shimmery tights accented by his native flag, plus his single streak of color in his jet black hair—made Tatsu an instant favorite of the WWE Universe. The gifted performer chased the ECW Championship until the brand's dissolution, but achieved arguably the biggest win of his still budding career in a massive 26-man battle royal at *WrestleMania XXVI*—an appropriately grand stage for a Superstar with a global appeal. In 2011, Tastu appeared as a WWE Pro on NXT Redemption, during which revealed a new element to his persona, his "Darkside." After weeks of a mysterious Kanji character appearing on the video screen, Tatsu debuted a more aggressive look representative of his homeland and leveraged it to prevail in a significant rivalry with Tyson Kidd. Yoshi's use of symbolic face paint was brief, but only further connected the international competitor with his Far East roots. Invigorated, Tatsu is poised to seize his opportunity to become the top WWE import in recent memory.

BREAKDOWN

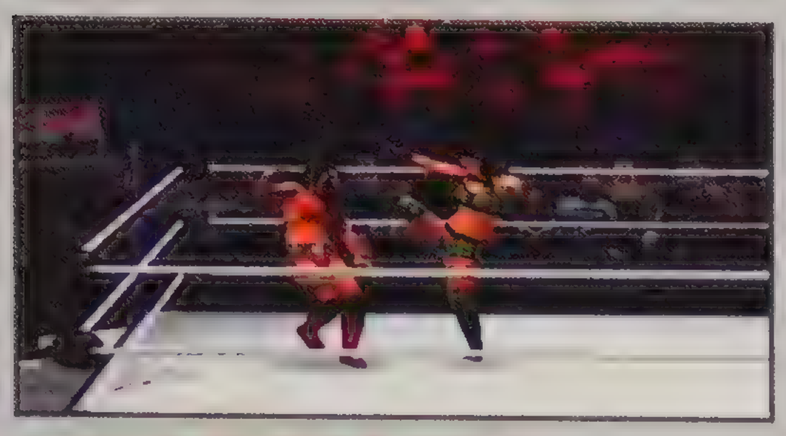


Yoshi Tatsu brings with him a cool new moves, and he is explosive with his Springboard Dives. The Rolling Savate 1 is an awesome jumping back kick off the ropes and you if you run into your Springboard Dive, you'll throw a Springboard Back Elbow 1 instead. He's not a highly powerful Superstar so keep Yoshi away from the opponent and attack with his Speed (80) and Jump (85). Once you make your opponent groggy, you'll get to use the Short-Arm Chops (press grapple) and the Running Kick (left stick down and grapple). Follow with the Rolling Elbow 3 Signature Move to attack the head. We liked the Roundhouse Kick 3 Finisher to finish things off.

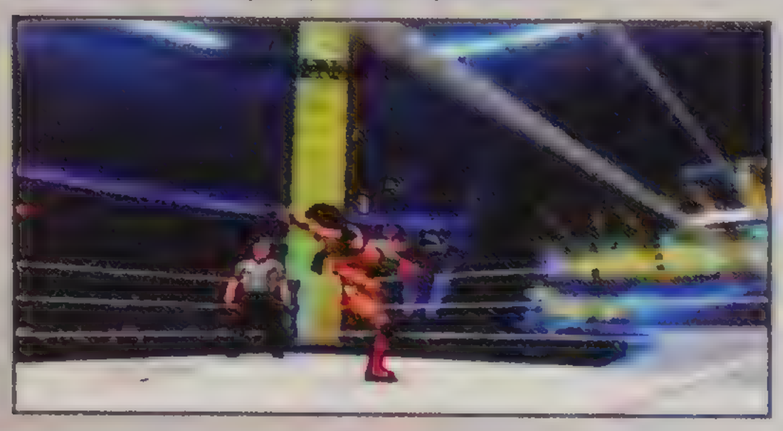
AJ LEE

SIGNATURE MOVES

SPINNING HEEL KICK
Standing front



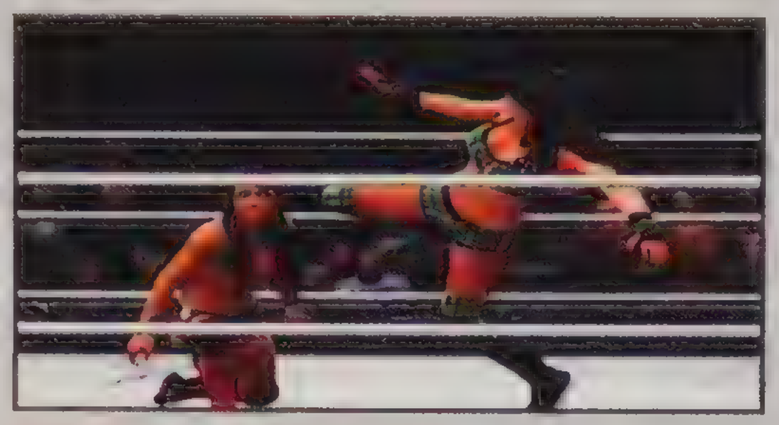
DIVING CROSS BODY 1
Dive vs. standing opponent (pin combo)



FINISHERS

SHINING WIZARD 3
Standing front

SHIRANUI 2
Standing front



DDT 1 (ALTERNATE)
Standing front

WWE BIO

Is AJ Lee the figment of some Manga-geek's adolescent imagination? She exudes the perfect girl-next-door vibe, is a self-described video gamer, enjoys wearing Catholic schoolgirl plaids, and possesses the physical skills of a gymnast. But don't be fooled. She's not as innocent as she looks. Although she stands a petite, 5-foot-3 frame, AJ is a fierce competitor with an energetic, high-flying style that poses a threat to any Diva. This proud New Jersey native first introduced herself to the WWE Universe on the third season of WWE NXT. She finished in third place, but won many WWE fans with her lucha-inspired move set and indomitable fighting spirit. A year after debuting on *SmackDown* in May 2011, AJ was pivotal in the 18-second outcome of the World Heavyweight Championship Match at *WrestleMania XXVIII* with a kiss to her beau, Daniel Bryan. The couple's subsequent breakup sent AJ into an emotional tailspin, and she has continued to develop crushes on WWE's top Superstars, including CM Punk. Shortly after experiencing the love loss of Bryan, AJ began displaying a bizarre pattern of erratic behavior that caught the entire WWE Universe off-guard. Seemingly without reason, she slapped trusted confidante Kaitlyn and began inserting herself fearlessly into big-game situations involving her apparent love interests. The strange love triangle between AJ, Punk and Bryan reached a boiling point at Money in the Bank, when The unpredictable Diva was the special guest referee for the WWE Championship Match between the two. Speculation was abound that AJ would side with one of her love interests, but she seemed rather indecisive. She went so far as to drop a steel chair in between the two combatants and let them battle over the weapon, rather than hand it to either one. However, AJ's romantic endeavors scon focused on one Superstar. On *Raw* the night after Money in the Bank, Daniel Bryan proposed to her in the ring. Bryan looked elated as the Diva said "YES!" before he planted a kiss on her in front of the WWE Universe. The happy couple's nuptials came to a screeching halt on *Raw's* historic 1,000th episode when WWE Chairman Mr. McMahon informed the WWE Universe that AJ is the new *Raw* General Manager, much to the dismay of Bryan. Of course, AJ's tenure as *Raw* General Manager isn't widely accepted by everyone in the WWE locker room. The Diva has forced Daniel Bryan and Kane into anger management classes to deal with their rage issues. She also forced Dolph Ziggler to put his Money in the Bank contract on the line against Chris Jericho, though The Showoff was successful and Jericho left WWE. Vickie Guerrero took issue with AJ's decision making. Guerrero claimed that Ziggler's Money in the Bank contract defense was unfair and demanded that WWE's Board of Directors remove AJ from power, placing Vickie in the position instead. In response, AJ attacked Guerrero, leaving the WWE Universe wondering if Lee is mad with power or just plain mad. On the Sept. 3 edition of *Raw*, Lee's term in office seemed to go into a tailspin. WWE Champion CM Punk took a personal day instead of facing Sheamus. Jack Swagger told her he was taking an extended leave of absence. On top of that, the WWE Board of Directors forced Lee to apologize to the WWE Universe for what they deemed inappropriate behavior. After her mea culpa, Guerrero began to mock the *Raw* General Manager, before slapping her several times. The stressful night finally caught up with Lee after that, as she had a mental breakdown in the ring, screaming, crying and slamming a chair into the canvas as the WWE Universe watched in stunned silence. When *SmackDown* General Manager Booker T arrived on *Raw* the following week to address an issue regarding the World Heavyweight Championship, AJ bristled at the thought of someone else taking control of her show even momentarily. Any ounce of shyness that might have lingered within this "Geek Goddess" seems to have melted away. As her actions grow more confounding by the day, AJ's confidence has risen in step. The once doe-eyed Diva has taken on the appearance of a confused, but determined competitor who refuses to be relegated to afterthought status—be it by her competition, the WWE Universe...or her squared circle crushes. What else does she have in store for Monday nights as GM?

BREAKDOWN

AJ Lee is the new darling of the WWE Universe. She is charismatic and pretty tough, but she is a middle of the pack Diva attribute-wise. But, when you download her, you also receive the awesome Shiranui 2 Finisher. All of her Finishers attack the head, so we would use the Spinning Heel Kick Signature Move to ensure that we do enough damage to put our opponent in the red after the application of her Finisher. If they're still hanging tough, use some running grapples from behind finish the job,

STATS

HEIGHT: 5'3"

FROM: Union City, NJ

CAREER HIGHLIGHTS: *Raw* General Manager

ATTRIBUTES

STRIKE POWER: 65	**ADRENALINE:** 80
GRAPPLE POWER: 65	**RECOVERY:** 75
SUBMISSION: 60	**TOUGHNESS:** 70
STRIKE DEFENSE: 70	**DURABILITY:** 70
GRAPPLE DEFENSE: 65	**CHARISMA:** 80
SPEED: 75	**TAG TEAM:** 75
JUMP: 80	**OVERALL:** 77
AGILITY: 70	

ABILITIES

Move Thief

Ring Escape

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	3.0s
Right	2.4s
Down	3.0s
Left	2.4s

LAYLA

STATS

HEIGHT: 5'2"

FROM: Miami, FL

CAREER HIGHLIGHTS: Winner of the 2006 $250,000 Diva Search; Women's Champion; Divas Champion

ATTRIBUTES

STRIKE POWER: 65	**ADRENALINE:** 85
GRAPPLE POWER: 60	**RECOVERY:** 75
SUBMISSION: 65	**TOUGHNESS:** 70
STRIKE DEFENSE: 70	**DURABILITY:** 70
GRAPPLE DEFENSE: 70	**CHARISMA:** 80
SPEED: 80	**TAG TEAM:** 70
JUMP: 85	**OVERALL:** 78
AGILITY: 85	

ABILITIES

Resiliency

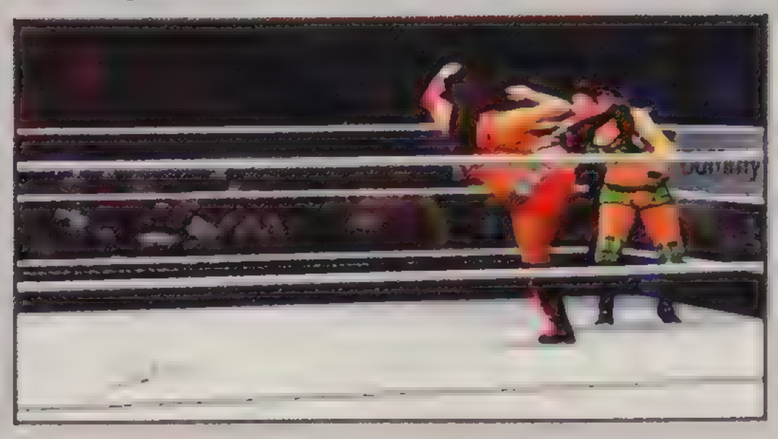
Leverage Pin

TAUNT TIMES

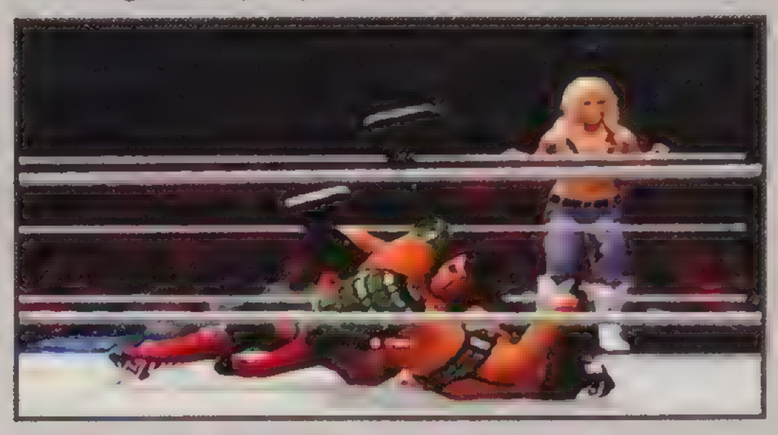
D-PAD DIRECTION	TIME
Up	5.3s
Right	2.6s
Down	5.3s
Left	2.3s

SIGNATURE MOVES

SPINNING HIGH KICK
Standing front

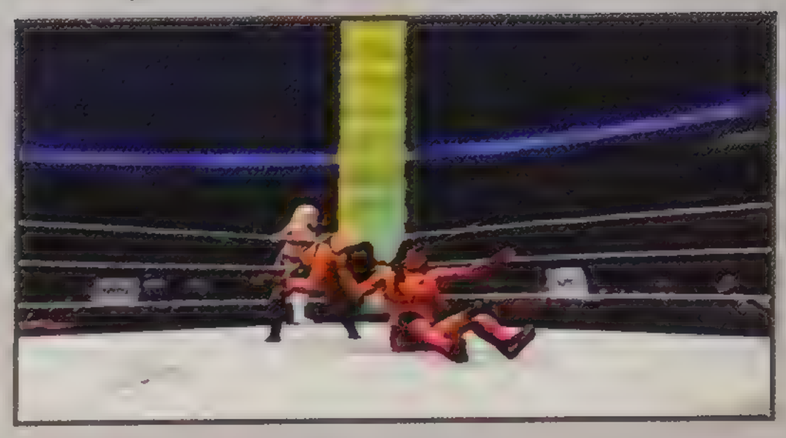


ROLLING PIN
Standing front (pin combo)



FINISHERS

LAYOUT
Standing front

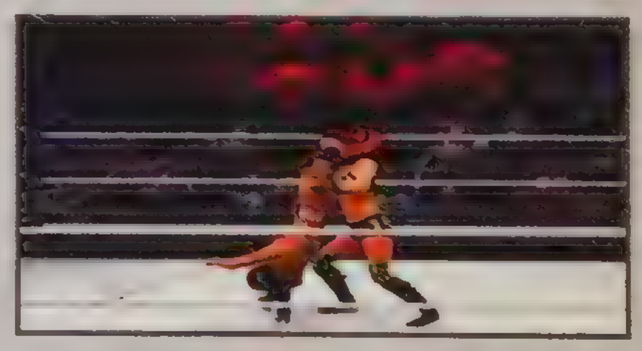


THE FACE LIFT
Corner opponent front

WWE BIO

Utilizing skills honed while a member of the Miami Heat dance squad, Layla won the 2006 Diva Search to earn her opportunity in WWE. The flirty contest winner made her first appearance at that year's *SummerSlam*, and then the English-born beauty took her sweet dance moves to ECW, where she wowed the WWE Universe as part of the Extreme Exposé. By 2009, Layla joined forces with Michelle McCool to form Team Lay-Cool on *SmackDown*. The "Flawless" duo seemed inseparable, even going as far as referring to themselves as the self-professed "co-Women's Champions" when Layla held the championship. But it wasn't long before Layla enjoyed her own time in the spotlight. Alongside McCool in a 2-on-1 Handicap Match for the championship, Layla pinned Beth Phoenix in May 2010 on *SmackDown* to become the first-ever British Women's Champion, and with that accolade, she also became the last Women's Champion, as the championship was retired shortly thereafter. Things started to unravel between Lay-Cool in 2011, culminating with a Loser Leaves WWE Match at Extreme Rules, which saw the end to their friendship and McCool's departure from WWE. Despite the victory over her ex-friend, an injury sidelined the British beauty for the rest of the year. After lengthy rehab on her knee, Layla finally returned to the ring at Extreme Rules in 2012 where she defeated Nikki Bella to win the Divas Championship, proving that she hadn't lost a step in her time away from the squared circle. Now, she's set to take on Kaitlyn at Night of Champions. Though, the rookie Diva isn't the only one with her sights set on Layla's championship. She'll also have to watch out for Eve, who defeated Kaitlyn on the Sept. 3 edition of *Raw*, before offering the Divas Champion her hand in friendship. Layla reluctantly accepted, though she believes Eve is only out for herself.

BREAKDOWN



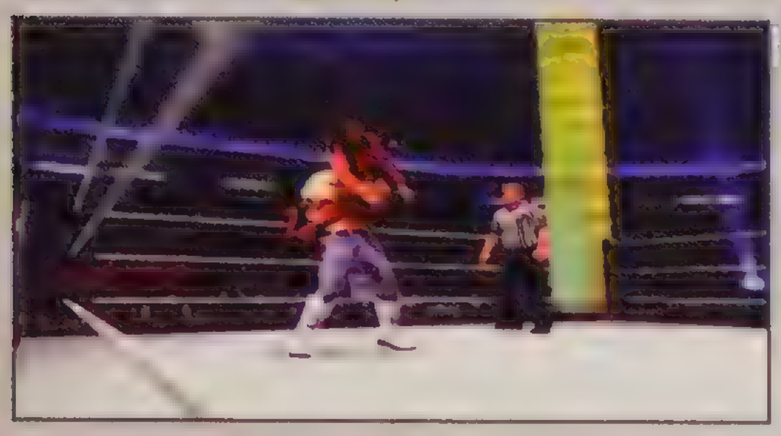
Layla is the champion. She's not just a pretty face—she is a very athletic Diva, has an 85 rating in Jump, Agility and Adrenaline, and an 80 in Speed. Make your matches high-flying battles. Layla can tear people up with her Running Hurricanrana strike (run and hold strike). Follow that up with Back Drop Kick when you're near the grounded opponent's upper body. Taunt to build momentum.

NATALYA

SIGNATURE MOVES

STALLING SUPLEX
Standing front

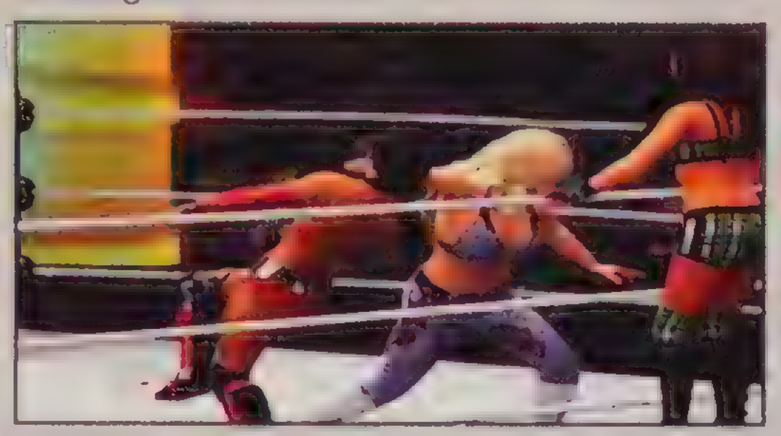
WHEELBARROW SUPLEX 2
Standing front or Irish whip rebound



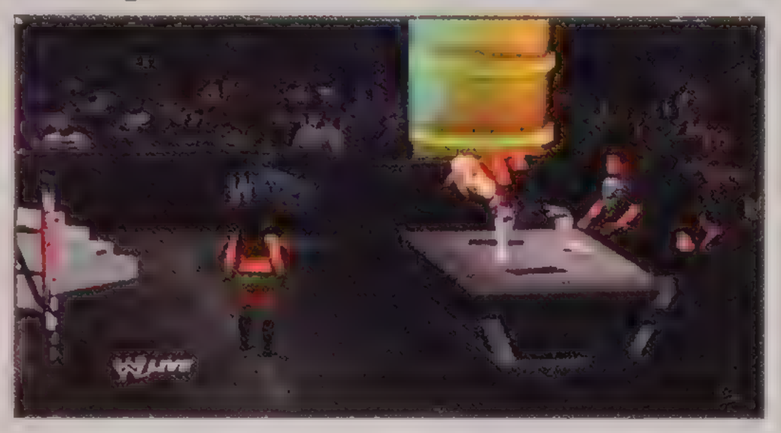
FINISHERS

SHARPSHOOTER
Grounded opponent near lower body

NATTIE BY NATURE
Standing front



SNAP SUPLEX (ALTERNATE)
Standing front



WWE BIO

Trained in the legendary Hart Dungeon, Natalya knows how to make the other Divas scream. Natalya's combination of beauty, talent and untamed desire continue to make her family proud and uphold the Hart tradition in WWE. She is the daughter of Jim "The Anvil" Neidhart, which explains her tough, forceful in-ring style which perfectly complements her mat ingenuity. Shortly after her solo debut, Natalya began excellently executing the family Sharpshooter like her uncle Bret "Hit Man" Hart, driving many Divas to submission. Soon after, she joined Tyson Kidd and David Hart Smith to form The Hart Dynasty. While part of the championship holding group, Natalya stepped out on her own to capture the Divas Championship and the fiery third-generation Diva has since shown time and again that the legendary pink and black legacy is safe in her hands.

BREAKDOWN

Natalya is the best Submission Diva in the game. She's famous for her Sharpshooter. Use Gutbusters and big slams to put the torso to critical damage. Both of her Signature Moves do damage to the midsection, and her Stalling Suplex is a dramatic slam that showcases Natalya's skill in the ring. Blast them with that power move and sink in the submission for the win.

STATS

HEIGHT: 5'5"

FROM: Calgary, Alberta, Canada

CAREER HIGHLIGHTS: Divas Champion

ATTRIBUTES

STRIKE POWER: 65	**ADRENALINE:** 75
GRAPPLE POWER: 60	**RECOVERY:** 70
SUBMISSION: 90	**TOUGHNESS:** 70
STRIKE DEFENSE: 65	**DURABILITY:** 65
GRAPPLE DEFENSE: 75	**CHARISMA:** 80
SPEED: 75	**TAG TEAM:** 70
JUMP: 65	**OVERALL:** 77
AGILITY: 75	

ABILITIES

Hammer Throw

Leverage Pin

Resiliency

TAUNT TIMES

D-PAD DIRECTION	TIME
Up	2.8s
Right	2.9s
Down	2.8s
Left	2.9s

UNLOCKABLES, ACHIEVEMENTS, & TROPHIES

ACHIEVEMENTS & TROPHIES

TITLE	ONLINE/ OFFLINE	CATEGORY	POINTS FOR XBOX 360	POINTS FOR PS3	HOW TO ACHIEVE
A winner is you!	Online	Online	10	15	Win 10 ranked matches.
The Streak Ends	Offline	Universe	50	90	Beat Undertaker at *WrestleMania* with a Custom Superstar on Legend difficulty.
King of the world	Online	Online	50	90	(360) Achieve the maximum rank on Xbox LIVE. (PS3) Achieve the maximum rank online.
Gold standard	Offline	In-Game	45	30	Earn the WWE, WCW, and ECW Championship belts with a single Superstar.
Off Script scenario cleared!	Offline	"Attitude Era"	45	30	Clear the Off Script chapter.
Invincible man	Offline	In-Game	40	30	Win at least 20 matches on Hard difficulty or higher.
Road to *WrestleMania XV* cleared!	Offline	"Attitude Era"	40	30	Clear the *WrestleMania XV* chapter.
Holy sh**t!!	Offline	In-Game	40	30	Break the ring with an OMG! Moment
Mankind scenario cleared!	Offline	"Attitude Era"	30	30	Clear the Mankind chapter.
A man who wastes no opportunity	Offline	Universe	35	30	Cash in a Money in the Bank and win using a Custom Superstar in WWE Universe.
Watch out!	Offline	In-Game	30	30	Successfully reverse a Finisher.
Established veteran	Online	Online	30	30	(360) Achieve rank 10 on Xbox LIVE. (PS3) Achieve rank 10 online.
The "People's Champ" scenario cleared!	Offline	"Attitude Era"	25	15	Clear the The "People's Champ" chapter.
Berserker	Offline	In-Game	25	15	Break a total of 50 tables, ladders, and chairs by attacking with them.
Mr. Money in the Bank	Offline	Universe	30	30	Win Money in the Bank using a Custom Superstar in WWE Universe mode.
It's like a car crash!	Offline	In-Game	20	15	Exhibition: Break the barricade in 2 places in the same match.
Comeback!	Offline	In-Game	20	15	Successfully perform a Comeback Move.
A once in a lifetime event	Offline	Universe	20	15	Appear in *WrestleMania* using a Custom Superstar in WWE Universe.
You can't let down your guard	Offline	In-Game	20	15	Exhibition: Land a Catch Finisher.
Brothers of Destruction cleared!	Offline	"Attitude Era"	20	15	Clear the Brothers of Destruction chapter.
The rattlesnake is coming!?	Offline	In-Game	20	15	Win by throwing an opponent through the window in Backstage Braw!.
A winning combination!	Offline	In-Game	25	15	Use a Wake-Up Taunt, land a Finisher, and immediately pin your opponent.
One of history's greats	Offline	In-Game	25	15	Exhibition (Legend difficulty): Defeat a Superstar with his "Attitude Era" version.
I just keep evolving!	Offline	In-Game	20	15	Exhibition (Legend difficulty): With a Superstar, defeat his "Attitude Era" version.
A legend begins	Offline	In-Game	20	15	Win at least one match on Hard difficulty or higher.
Aggression without mercy	Offline	In-Game	-	-	Complete an Injury storyline in WWE Universe.
Fighting smart	Offline	In-Game	15	15	Exhibition: Attack the same body part 10 or more times in a single match.
Negotiator	Offline	In-Game	15	15	Exhibition: Force an opponent to quit in an I Quit Match.
All original baby!	Offline	In-Game	15	15	Compete as a Custom Superstar in a Custom Arena for a Custom Championship.
The ring is my home!	Offline	In-Game	15	15	Play a match in an arena created in Create an Arena mode.
Rising star	Online	Online	20	15	(360) Achieve rank 5 on Xbox LIVE. (PS3) Achieve rank 5 online.
Made-up original story	Offline	WWE Story Designer	15	15	Create a story including a Custom Superstar or a Custom Arena.
Austin 3:16 scenario cleared!	Offline	"Attitude Era"	15	15	Clear the Austin 3:16 chapter.
Ring hooligan	Offline	In-Game	15	15	Break a total of 20 tables, ladders, and chairs by attacking with them.
Yes! Yes! Yes!	Offline	In-Game	10	15	Exhibition: Use Daniel Bryan to defeat Sheamus.
Reached the ropes!	Offline	In-Game	10	15	Crawl to the ropes during a submission.
A Superstar is born!	Offline	Universe	10	15	Win a match using a Custom Superstar in WWE Universe mode.
Oh my!	Offline	In-Game	15	15	Break the announcer table with an OMG! Moment.

ACHIEVEMENTS & TROPHIES (CONTINUED)

TITLE	ONLINE/ OFFLINE	CATEGORY	POINTS FOR XBOX 360	POINTS FOR PS3	HOW TO ACHIEVE
Rise of D-X scenario cleared!	Offline	"Attitude Era"	10	15	Clear the Rise of D-X chapter.
Arena designer	Offline	Create An Arena	10	15	Create an arena in Create an Arena mode.
Check out my Entrance Video!	Offline	Create A Video	10	15	Create an entrance movie in Create an Entrance mode.
Paint tool magician	Offline	Paint Tool	10	15	Use the paint tool to create and add an original logo to any original creation.
This is special!	Offline	Create A Finisher	10	15	Create a front, top-rope, and corner special move.
The champ is here!	Offline	Championship Editor	10	15	Create an original championship belt in the Championship Editor.
Create and destroy	Offline	In-Game	15	15	Exhibition (Championship Match): Attack your opponent with a custom belt.
Awesome!	Offline	CAH	5	15	Take a screenshot in Create a Highlight mode.
A fresh beginning	Online	Online	5	15	(360) Play in an Xbox LIVE match (Player match/Ranked match). (PS3) Play in an Online match (Player match/Ranked match).
Welcome to the creators' circle	Online	Online	5	15	Your Community Creations content has been reviewed at least 5 times.
Critic	Online	Online	5	15	Review 5 or more user-created content items in Community Creations.
All Trophies Earned	Offline		-	Platinum	PS3 only: Earn all trophies.

UNLOCKABLES

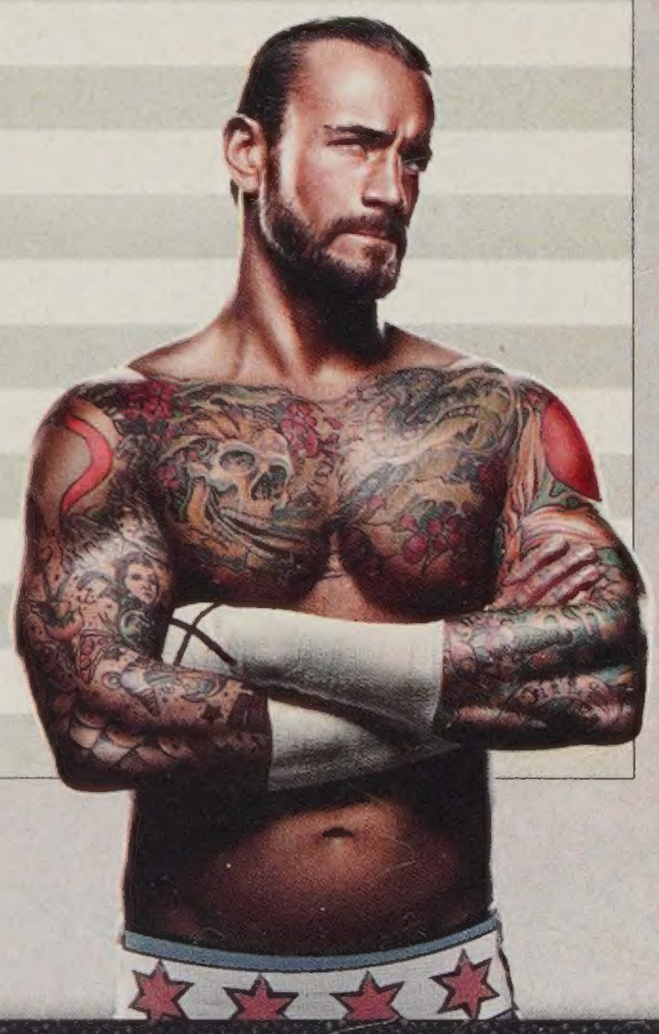
CATEGORY	UNLOCKABLE	WHERE/HOW TO UNLOCK
Extras	Universe Feud Pack 1	"Attitude Era": Complete all matches in all chapters
Extras	Off Script Chapter	"Attitude Era": Complete all matches in all chapters
Extras	Universe Feud Pack 2	"Attitude Era": Complete all matches in the Off Script Chapter
New Arenas	*One Night Only '97*	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Arenas	*Badd Blood '97*	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Arenas	*Survivor Series '97*	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Arenas	*Royal Rumble '98*	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	*WrestleMania XIV*	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	*Unforgiven '98*	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	*Over the Edge '98*	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Arenas	*King of the Ring '98*	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	*SummerSlam '98*	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	*Breakdown '98*	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	*Judgment Day '98*	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Arenas	*Raw is War '98*	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Arenas	*Survivor Series '98*	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Arenas	*Rock Bottom '98*	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	"Attitude Era" Backstage	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	*Royal Rumble '99*	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	Halftime Heat	"Attitude Era": Unlocked in the Mankind Chapter
New Arenas	*St. Valentine's Day Massacre '99*	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Arenas	*WrestleMania XV*	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Arenas	*SummerSlam '97*	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Arenas	*Sunday Night Heat '98*	"Attitude Era": Unlocked in the Off Script Chapter
New Arenas	*SmackDown '99*	"Attitude Era": Unlocked in the Off Script Chapter
New Attires	Mankind (Brown Attire)	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Attires	Kane '97-99 (Debut Lighting)	"Attitude Era": Unlocked in the Rise of D-X Chapter

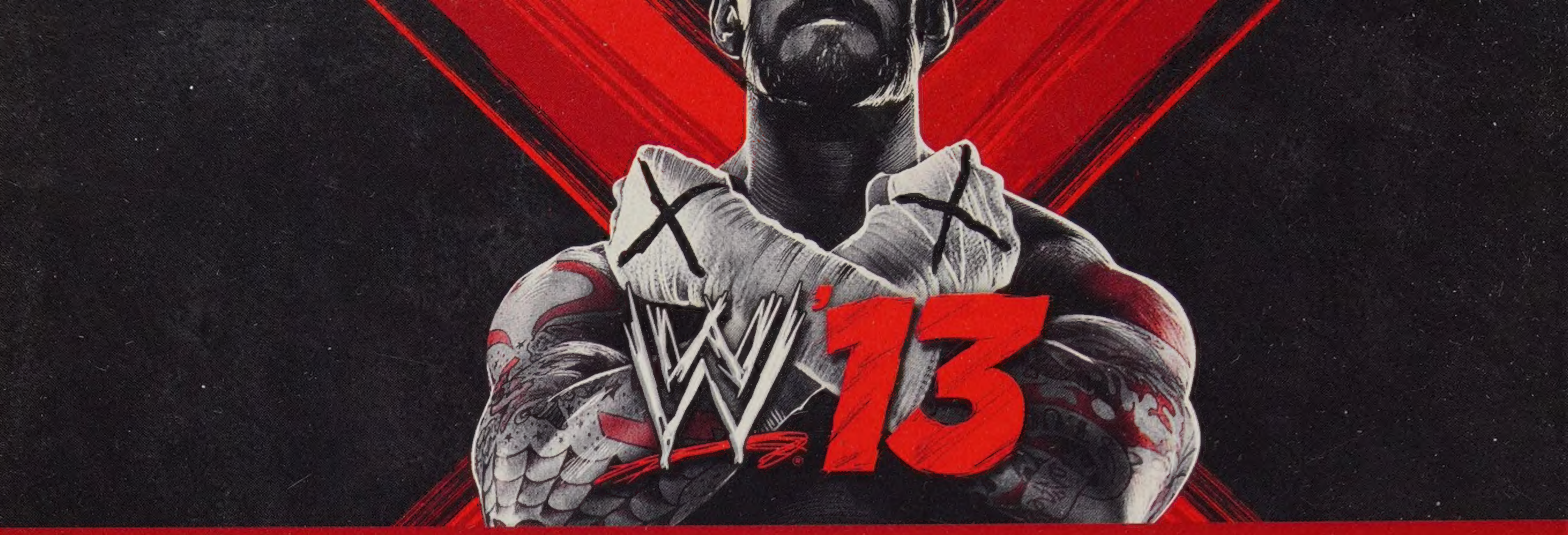
UNLOCKABLES (CONTINUED)

CATEGORY	UNLOCKABLE	WHERE/HOW TO UNLOCK
New Attires	Kane '97-99 (Two Sleeves)	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Attires	Kane '97-99 (Undertaker Disguise)	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Attires	Stone Cold Steve Austin (3:16 T-Shirt)	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Attires	The Rock '98-99 (Work-Out Attire)	"Attitude Era": Unlocked in the Mankind Chapter
New Attires	Mr. McMahon (In-Ring Attire)	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Attires	Bradshaw (APA)	"Attitude Era": Unlocked in the Off Script Chapter
New Attires	Faarooq (APA)	"Attitude Era": Unlocked in the Off Script Chapter
New Bonus Matches	Bonus Match #1: 9/22/1997	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Bonus Matches	Bonus Match #2: 11/9/1997	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Bonus Matches	Bonus Match #3: 1/12/1998	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Bonus Matches	Bonus Match #15: 3/29/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #4: 4/26/1998	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Bonus Matches	Bonus Match #5: 6/28/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #6: 8/30/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #7: 9/27/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #8: 10/18/1998	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Bonus Matches	Bonus Match #9: 11/15/1998	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Bonus Matches	Bonus Match #10: 11/23/1998	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Bonus Matches	Bonus Match #11: 12/21/1998	"Attitude Era": Unlocked in the Mankind Chapter
New Bonus Matches	Bonus Match #12: 2/1/1999	"Attitude Era": Unlocked in the Mankind Chapter
New Bonus Matches	Bonus Match #13: 3/28/1999	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Bonus Matches	Bonus Match #14: 8/3/1997	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Bonus Matches	Bonus Match #16: 8/30/1998	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Championships	WWE Cruiserweight Championship	Win a championship playing as Rey Mysterio or Sin Cara in WWE Universe Mode
New Championships	WWE Tag Team Championship	Create a new tag team in WWE Universe Mode
New Championships	WWE Championship (Rated-R)	Cash in Money in the Bank and win a championship in WWE Universe Mode
New Championships	World Tag Team Championship	Create a new tag team in WWE Universe Mode
New Championships	Million Dollar Championship	Win 3 Money in the Bank Matches in WWE Universe Mode
New Championships	ECW Championship	Win a championship at *Extreme Rules* in WWE Universe Mode
New Championships	ECW World Heavyweight Championship	Win a championship playing as a Created Superstar in WWE Universe Mode
New Championships	World Tag Team Championship (Attitude)	Win a tag team championship using an "Attitude Era" tag team in WWE Universe Mode (The New Age Outlaws, D-Generation-X, or The Acolytes)
New Championships	World Heavyweight Championship (1987)	Appear once at *WrestleMania* using a CAS in WWE Universe Mode
New Championships	World Heavyweight Championship (1986)	Appear twice at *WrestleMania* using a Created Superstar in WWE Universe Mode
New Championships	WWE Championship (Miz)	Win the WWE Championship playing as The Miz in WWE Universe Mode
New Championships	European Championship	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Championships	1997 WWE Championship	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Championships	Smoking Skull Championship	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Championships	"Attitude Era" Tag Championships	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Championships	"Attitude Era" Intercontinental Championship	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Championships	1998 WWE Championship	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Championships	Hardcore Championship	"Attitude Era": Unlocked in the Mankind Chapter
New Championships	Brahma Bull Championship	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter

UNLOCKABLES (CONTINUED)

CATEGORY	UNLOCKABLE	WHERE/HOW TO UNLOCK
New Championships	WCW Classic '91-93 World Heavyweight Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Championships	Undisputed WWE Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Championships	WWE Light Heavyweight Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Championships	Women's Championship	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Booker T	Win a *King of the Ring* Tournament
New Superstars	John Laurinaitis	Create a new show and a new PPV in WWE Universe Mode
New Superstars	Hunter Hearst-Helmsley	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Cactus Jack	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Kane '97-99	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	British Bulldog	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Bret Hart	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Mr. McMahon	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Animal	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Hawk	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Billy Gunn	"Attitude Era": Unlocked in the Rise of D-X Chapter
New Superstars	Road Dogg	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Superstars	Undertaker '97-98	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Superstars	Dude Love	"Attitude Era": Unlocked in the Austin 3:16 Chapter
New Superstars	Paul Bearer	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Superstars	Ken Shamrock	"Attitude Era": Unlocked in the Brothers of Destruction Chapter
New Superstars	Mark Henry '98	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Superstars	Big Boss Man	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Superstars	X-Pac	"Attitude Era": Unlocked in the The "People's Champ" Chapter
New Superstars	Triple H '99	"Attitude Era": Unlocked in the Mankind Chapter
New Superstars	Paul Wight	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Superstars	Shane McMahon	"Attitude Era": Unlocked in the *WrestleMania XV* Chapter
New Superstars	Kevin Nash	"Attitude Era": Complete all matches in all chapters
New Superstars	Vader	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Godfather	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Edge '99	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	John Cena '04	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Bradshaw	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Faarooq	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Chris Jericho '99	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Christian '99	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Edge	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	JBL	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Stephanie McMahon	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Lita '00	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Eddie Guerrero	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Trish Stratus	"Attitude Era": Unlocked in the Off Script Chapter
New Superstars	Lita	"Attitude Era": Unlocked in the Off Script Chapter





PRIMA OFFICIAL GAME GUIDE

WRITTEN BY MATT SUMPTER

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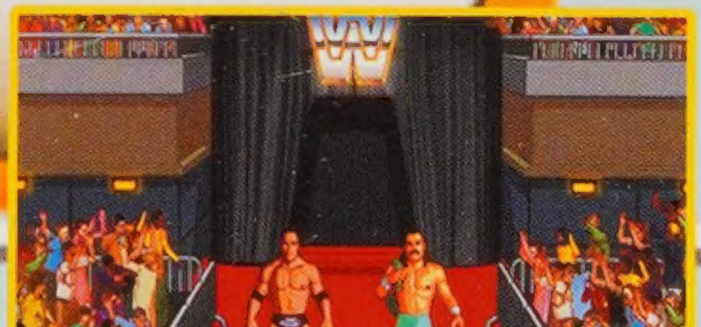

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WWE '13

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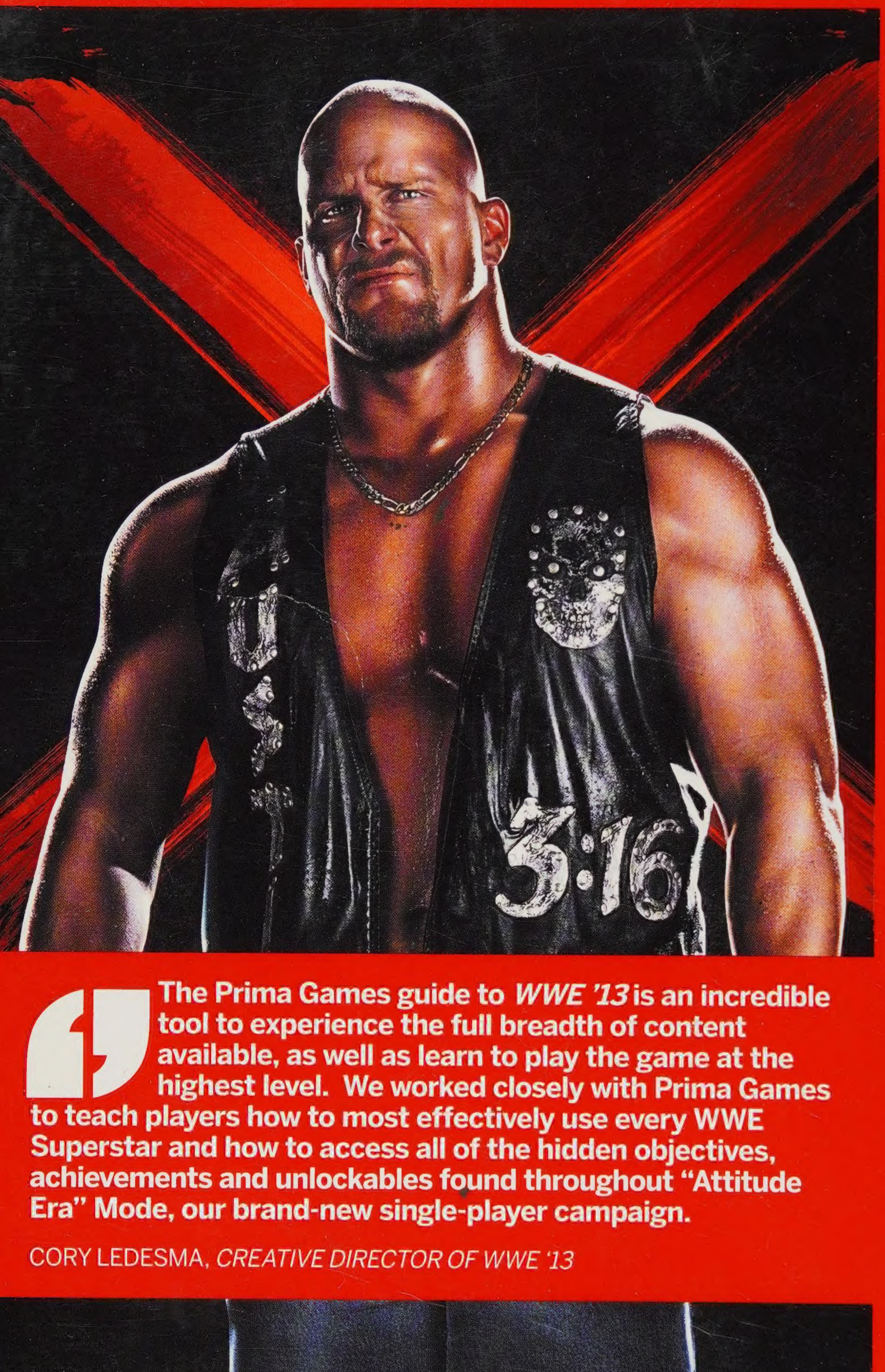

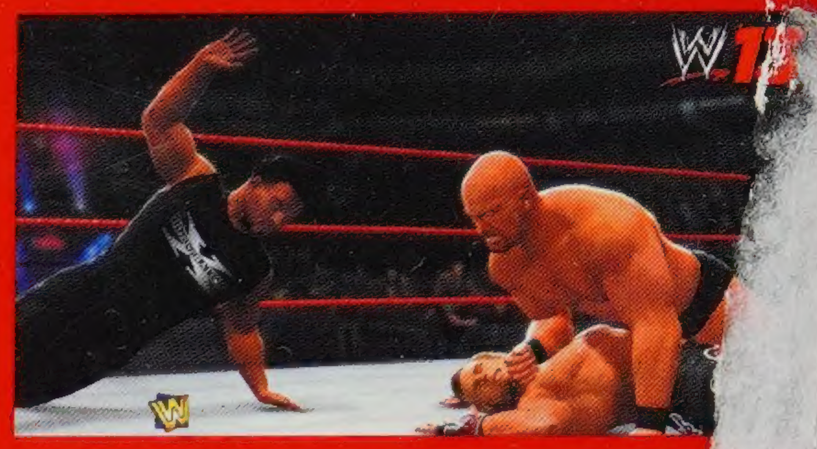

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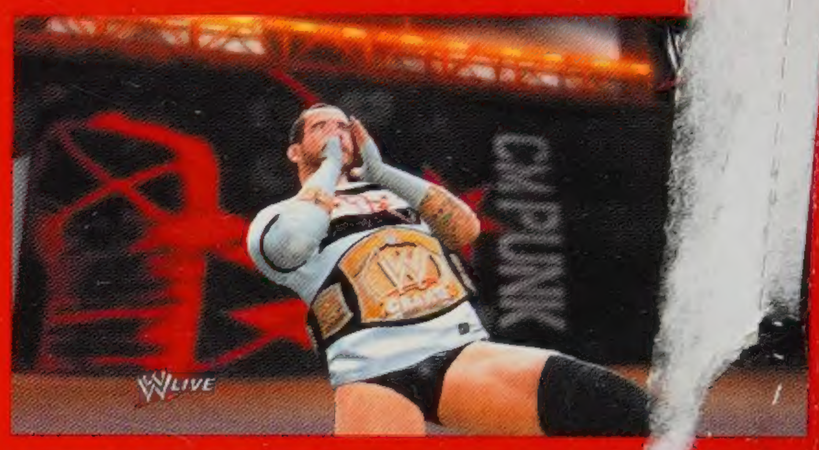

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Platforms: Covers Xbox 360®, Playstation®3

Matt Sumpter

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